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SSB

A FORGOTTEN REALMS™ Fantasy Role-Playing Epic, Vol. III

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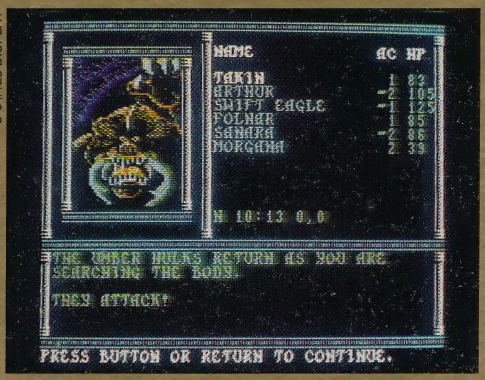

The depths of the earth harbor many hideous and ravenous creatures.

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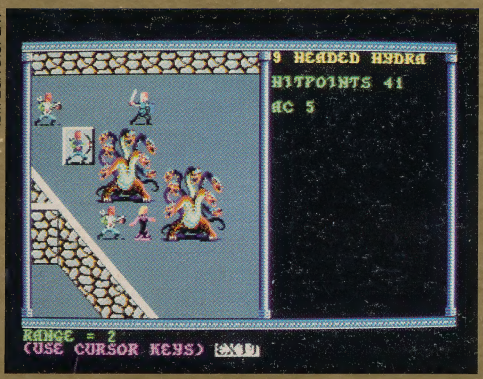

Where is this foul horde coming from? You must find out before the mining town of New Verdigris is overwhelmed!

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COLD AIR ASSAULTS YOU AS SHEETS OF ICE MELT FROM THE WALLS. BEFORE YOU AN ANCIENT FIGURE BEGINS TO SHAKE OFF THE HOAR OF THREE CENTURIES. SLOWLY ITS ARM REACHES FORWARD AND THE EYES FOCUS ON YOU.
PRESS (ENTER)/(RETURN) TO CONTINUE

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The frigid valleys of the Dragonspine Mountains echo with the desperate plea of terrified miners: "Heroes of the Forgotten Realms, save us from evil!"

Unwittingly digging in unhallowed ground, they have disturbed an ancient vault and released its terrible content. Scores of horrific creatures now infest the mine shaft — and threaten to escape into the world above!

FORGOTTEN REALMS

You and your heroes must find the way to contain this scourge. All hope depends upon your ability to unravel the age-old mysteries surrounding this vile infestation.

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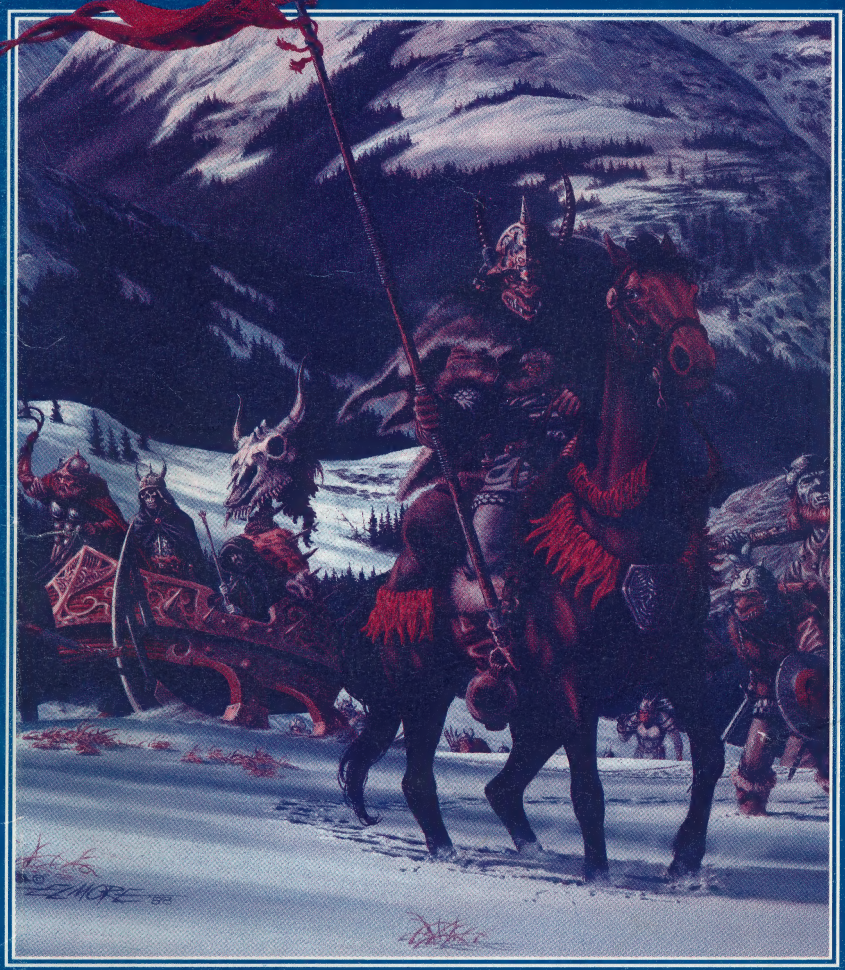
SILVER BLADES MAC

SECRET OF THE SILVER BLADES
ADVENTURER'S JOURNAL



SSI™

STRATEGIC SIMULATIONS, INC.®

Dear Fafnir,

Maybe you were right, maybe I shouldn't have followed those crazy adventurers. I was such a young fool — chaffing to escape from the thumb of that officious council clerk, my head filled with the bards' songs of the great heroes who had destroyed the Pool of Radiance.

You remember what it was like. Everywhere one went, there was talk of the battle with the vampire, the cleansing of the river, the ambush at Zhentil Keep and so forth. All the lads were eager to buckle on swords and follow in the footsteps of the great saviors of the people!

And I was no exception.

When I heard that they had turned up in Tilverton, dazed and cursed with some kind of azure bonds, I could no longer restrain myself. I had to rush to my heroes' sides to see if I could help them as they had helped all of us.

Since that day, my life has been a living torment. No matter how I tried, I could never catch up to them. Along the way I have suffered every sort of misadventure imaginable. I was knocked unconscious by trained monkeys, had my pocket picked by a cute halfling, almost sacrificed to some hideous god of man-eating plants, and terror-stricken by a floating blob of eyeballs!

Now I am told that my heroes have appeared, naked and unconscious, in some frozen part of the Dragonspine Mountains. I have been trudging after them for days. And even though I may be cold, tired and hungry, it occurs to me now, as I write this, that the life of an adventurer is in my blood. I have witnessed many wonders, overcome dire hardships, tasted the strong flavor of life as few will ever know it!

I think, old friend, that the world will not miss one or even a hundred clerks. But the world cannot, especially in these strange times, lose a single adventurer! So I continue on at first light, knowing in my heart that soon I will be in the company of heroes.

Your friend,
Rolf

POOL OF RADIANCE ***CURSE OF THE AZURE BONDS***
SECRET OF THE SILVER BLADES

Adventure as a seasoned hero or start anew in any of these epics — a party of heroes can always use a fresh champion!

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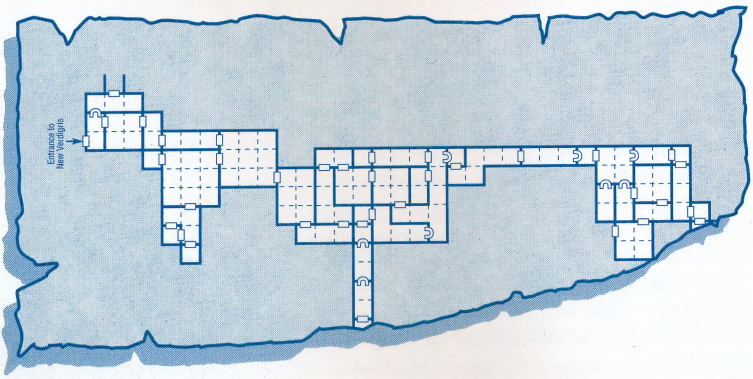
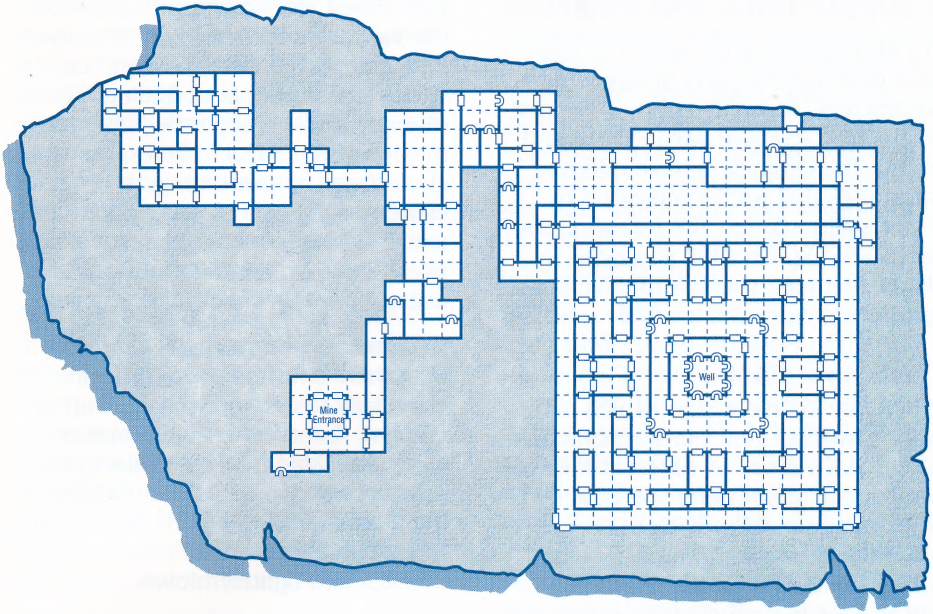


How the Heroes Arrive...

The miners haul the chests of gems to the edge of the well. The iron-banded boxes teeter a moment on the brink then tumble over and break the glassy surface with a splash. The mayor steps forward, clad in worn armor, and raises his hands skyward, beseeching, "Great Well of Knowledge, I call upon you to bring us champions to defeat the evil that infests our mine."

The sky grows dark and the ground rumbles. The air is electric with eldrich power. With a crackle of light appear several figures, laying dazed and naked upon the ground. One of the miners moves cautiously to the nearest, and shakes him, eliciting only an incoherent groan. He looks up at the mayor and asks, "You sure these folks are worth our entire treasury? They don't seem too impressive to me. Maybe you should have asked for armor and swords and stuff too?"

The mayor frowns in concentration. "The ways of the well are mysterious... it has always been reliable, but not predictable. Our wish has summoned these heroes bereft of equipment or sense. We must take them back to town and give them whatever help we can. Only then can we hope for their aid."



The dazed bodies are loaded into carts and they begin weaving their way through a maze of collapsed buildings. Suddenly streaks of fire light the overcast sky and shoot toward the well. Straggling miners rush up to the carts yelling incoherently. "Flames from the sky... creatures attacked and encircled the well... teleporters shut down... Fritz is dead!"

The carts bounce on more quickly, until they pass through a gateway and pull up at a large house. The miners lift the still limp adventurers and take them inside. The mayor steps forward and states, "Now we wait. They must recover from the shock. We must trust that the well has provided what we need."

CHARACTERS AND PARTIES

To play *Secret of the Silver Blades* you must have a party of adventurer characters. To build a party you must make characters of varying race and class. The characters have different attributes that will be indicated by their ability scores. The following sections will explain what you need to know to create successful adventuring parties.

The Player Races

There are six races from which you may construct your player characters (PCs). Each race has different talents and limitations. Charts and tables in the appendix at the back of the Journal summarize the abilities and class limitations for the different races. Non-human characters can also combine character classes and may also have additional special abilities.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. During combat, Dwarves receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to sleep and charm spells and are adept at finding hidden objects. During combat, Elves receive bonuses when attacking with swords and bows. They cannot be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. They are resistant to sleep and charm spells and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. They are especially resistant to magic. During combat, Gnomes receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves, and fighter/thieves.

Humans are the most common player-race in the Forgotten Realms. They suffer no level racial limitations or abilities modifiers. Humans do have the disability of shorter lifespans than the other races. This may be a problem, especially if human characters have come from Curse of the Azure Bonds or they have been subjected to many Haste spells. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores. These scores fall within a range determined by the race and class of the character (see the Range of Ability Scores by Race table on page 47). For humans, that range is from 3 (low) to 18 (high).

Depending on the character class, one or more of these abilities will be a prime requisite. A prime requisite is an ability especially valuable to a given class (strength for a fighter, wisdom for a cleric, etc). Characters receive bonus experience points when their prime requisite scores are at or above a certain number (16 in most instances).

Non-human characters may receive modifiers to the basic ability scores to reflect differences between the races. Dwarves, for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. When a character is generated with the CREATE NEW CHARACTER command, all racial modifiers are calculated automatically.

Strength (STR) is the measure of physical power. The higher a character's strength, the more he can carry, the more likely he is to hit in melee combat, and the more damage he will do when he does hit. Fighters, rangers, and paladins with an 18 strength also have a percentage value from 1 to 100. The maximum percentage values vary from race to race. Strength is most important for fighter type characters (fighters, rangers, paladins). If it is 16 or higher, fighters receive a bonus of 10% additional experience points. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus.

Non-human fighters may have a lower maximum level if their strength is less than 18. There is a Strength table on page 48.

Intelligence (INT) is the measure of learning ability. Magic- users with an intelligence of 16 or higher receive a 10% experience point bonus. Non-human magic-users may have a lower maximum level if their intelligence is less than 18. Rangers must have strength, intelligence and wisdom of 16 or higher to receive a 10% experience point bonus.

Wisdom (WIS) is the measure of ability to understand the ways of the world and to interact with the world. Clerics get the 10% experience bonus if their wisdom is 16 or higher. Clerics with a wisdom of 14 or higher receive additional low level spells. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus. There is a Wisdom Bonus table for clerics on page 56.

Dexterity (DEX) is the measure of manual dexterity and agility. Thieves especially benefit from high dexterity. Thieves receive a 10% experience benefit if their dexterity is 16 or higher. For every dexterity point from 15 to 18, a character receives a corresponding one point improvement in his armor class. For every dexterity point from 16 to 18, a character receives a one point improvement on his ability to hit with missile weapons. It is highly recommended that all characters have a high dexterity. This is considered essential for magic-users and thieves. There is a Dexterity effects table on page 48.

Constitution (CON) is the measure of overall health. Fighters receive one extra hit point (HP) per hit die for each point of constitution above 14. Non-fighters receive similar benefits except they receive a maximum of two extra HP per level (no HP benefits for constitutions above 16). Constitution also determines the maximum number of times that a character can be raised from the dead and the percent chance of a resurrection attempt being successful. Every time a character is successfully resurrected, he loses one point of constitution. There is a Constitution Effects table on page 48.

Charisma (CHA) is the measure of how others react to a character. Charisma is sometimes a factor when the character has an encounter with NPCs. The higher a character's charisma, the more that character can persuade others to do what he wants. The character with the highest charisma should be the active character when parlaying.

Each character also has three other important values that change as the game goes on: Experience Points (XP), Level, and Hitpoints (HP).

Experience Points (XP) are a measure of what the character has learned on his adventures. Characters receive XP for actions such as fighting monsters, finding treasures and successfully completing quests. See the Advancement Tables for each class' XP requirements.

Level is a measure of a character's ability in his class. As characters gain XP, they may go up in levels. Most new characters will begin the game at 8th level, except magic-users, which start at 9th level, and thieves, which start at 10th level. Characters with racial level limits may start the game at their maximum level if it is less than the normal starting level.

Example:
A gnome fighter with a strength of 18 has a maximum of 6th level—two levels below the normal starting level. The gnome would start the game at 6th level and never advance.

When characters have enough XP they can go to a hall and receive the training required to increase in level. Characters may only advance one level at a time. If a character has gained enough XP to go up two or more levels since the last time he has trained, he will go up one level and lose all XP in excess of one point below the next level.

Example:
An 11th level thief enters a training hall with 890,000 XP. He will leave as a twelfth level thief with 660,000 XP.

Once characters have reached their maximum levels for this game, they should not train.

Hitpoints (HP) represent the amount of damage a character can take before he goes unconscious or dies. Characters gain HP every time they increase in level. Bonuses for high constitutions are calculated automatically.

The maximum potential number of HP a character can have is referred to as Hit Dice. An 8th level fighter, for example, has 8 d10 hit dice. This

means that his theoretical hitpoint maximum is (8 * 10 = 80) plus any constitution bonus. In the actual game, the hit points would be eight random numbers from 1 to 10, plus the constitution bonus.

When a character takes enough damage that his HP reach 0, he is unconscious. If the character's HP drop to anything from -1 to - 9, he will lose one HP per turn from bleeding until he is bandaged or dies. A character is dead if HP drops to -10 HP or less. When you view a character, his HP on the screen will never be displayed as less than 0.

Character Classes

A character must belong to at least one character class. Non-human characters can have more than one class at the same time. Non-human characters with multiple classes have more playing options, but increase in level slower because XP is divided evenly among all classes.

Characters receive HP, spells and abilities based on their class, level and (sometimes) ability scores. Refer to the tables at the back of the journal to find the hit dice and spells (if any) that a character receives.

Note: Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users, but they do not use grimoires (spell books). When clerics gain a new spell level, they will automatically be able to use any of the available spells for the new level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. Fighters can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. The prime requisite for fighters is strength.

Rangers can fight with any armor or weapons. Rangers can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They do additional damage in combat when fighting giant-class creatures. At 8th level rangers may begin to cast druid spells, at 9th level they gain magic-user spells. Rangers must be of good alignment and have ability scores of at least 13 in strength and intelligence and at least 14 in wisdom and constitution. The prime requisites for rangers are strength, intelligence, and wisdom.

Paladins can fight with any armor or weapons and can cast a few clerical spells once they reach 9th level. Paladins can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They are more resistant to spells and poison, can turn undead creatures as if they were a cleric two levels below their current level and are always surrounded by the equivalent of a Protection from Evil spell. A paladin may heal two HP of damage per his level once a day. A paladin may Cure Disease once a week at 1st-5th levels, twice a week at 6th-10th and

three times a week at 11th-15th level. At 9th level paladins gain the ability to cast clerical spells. A paladin will not adventure with any evil characters. Paladins must be of lawful good alignment and have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their magical grimoires (personal spell books) or use scrolls. Magic- users may add new spells to their grimoires whenever they go up in level or find scrolls with spells of levels that they scribe. The prime requisite for magic-users is intelligence.

Thieves can fight with swords and slings and wear leather armor. In combat they do additional damage 'back stabbing' which is described in the Combat section. Thieves also have special skills for opening locks and removing traps. High level thieves also have a chance of casting magic-user spells from scrolls. The prime requisite for thieves is dexterity.

Multi-class are non-human characters who belong to two or more classes at the same time. The character's experience points are divided among each of the classes, even after the character can no longer advance in one or more of those classes. The character's HP per level are averaged among the classes. The multi-class character gains all the benefits of all classes with regard to weapons and equipment.

Dual-class are human characters who had one class for the first part of their life, and then changed into a new class for the remainder. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain HP and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains HP according to his new class and may use abilities from both classes. Human dual-class magic-users may not cast magic-user spells while they are wearing armor.

ALIGNMENT

Alignment is the philosophy a character lives by. Alignment can affect how NPCs and some magic items in the game react to a character.

Lawful Good characters believe in the rule of law for the good of all.

Lawful Neutral characters believe the rule of law is more important than any objective good or evil outcome.

Lawful Evil believe in the rule of law as a tool to achieve evil ends.

Neutral Good characters believe that the triumph of good is more important than the rule of either law or chaos.

True Neutral characters believe that there must be a balance between good and evil, and law and chaos.

Neutral Evil characters believe that evil ends are more important than the methods used to achieve them.

Chaotic Good characters believe in creating good outcomes unfettered by the rule of law.

Chaotic Neutral characters believe that the freedom to act is more important than any objective good or evil outcome.

Chaotic Evil believe that chaos is the best environment for practicing evil acts.

Building a Successful Party

Forming a strong and adaptable party is a key to success in *Secret of the Silver Blades*. Up to six Player Characters (PCs) may be in a party. A party with fewer than six characters is less powerful and more likely to be eliminated by your enemies.

Include a variety of classes in a party including: clerics, magic-users, thieves, paladins, and fighters. Here are two sample parties as examples:

Sample Party 1:
Human Paladin
Dwarven Fighter/Thief
3 Human Rangers
Human Cleric

The paladin has the benefit of Protection from Evil in a 10' radius. All characters in range of the effect get an AC improvement of two. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and HP of a fighter. Rangers do extra damage against giant type creatures and have some spell casting abilities. It may be a good idea to have one or two of the rangers become dual-class ranger/magic-users after they reach 9th level (225,001 XP). This permits spell casting while wearing armor. A cleric is absolutely essential for his valuable healing spells.

Sample Party 2:
Human Paladin
Human Ranger
Dwarven Fighter/Thief
2 Human Magic-Users
Human Cleric

This party is similar to the one above, except that having the two magic-users puts a larger emphasis on magic in combat.

Outfitting the Party

The following are some suggestions for distributing the magic items given to the party by the mayor of New Verdigris, and what equipment to purchase from the armoury.

Fighter Classes

Distribute magical armor and weapons to fighters first. Give the Gauntlets of Ogre Power to the weakest fighter. Buy shields, banded mail, broad swords, long bows, and arrows for any remaining fighters.

Magic-users

Distribute the bracers, wand, and scroll to magic-user characters. Buy quarterstaffs and darts for all magic-users.

Clerics

Give the +1 mace to a cleric. Buy banded mail, shields, staff slings, and maces for all clerics.

Thieves

Give the +1 leather to a thief character. Buy leather armor, short sword, short bow, and arrows for thieves.

Preparation Tips

Once the party has been outfitted, encamp at the mayor's house and ready your weapons, armor and shields. Then have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Combat occurs often during your adventures. Combat takes place on a tactical map. This map is a detailed 3-D view of the map terrain that the party was in when combat began. This map is overlaid with an invisible square grid.

As you move characters, you will notice that everything moves on the grid from square to square. Moving diagonally often costs more movement points than moving horizontally or vertically.

Initiative

Each round of combat is divided into 10 segments. Which segment a character or monster acts in depends on his initiative number. This is a randomly generated number for each character and monster. This random number is generated at the beginning of each combat round and is modified by dexterity bonuses or penalties and random factors (such as surprise) to arrive at the initiative number.

Sometimes a character will act in segment 10 of one round and segment 1 in the next, appearing to act twice in a row. This is especially common if you use the DELAY command. When the DELAY command is given, that character's action will be delayed until segment 10.

Computer Control

The computer controls the actions of monsters, NPCs, and PCs set to computer control with the QUICK command. You may take control of PC characters during any combat round.

Combat Ability

Each character's ability in combat is defined by his THACØ, damage and AC.

AC

A character or monster's difficulty to be hit is represented by his armor class or AC. The lower the AC the harder it is to hit the target. AC is based on the armor a character is wearing and any dexterity bonus. Some magic items, such as enchanted armor, will help a character's AC.

THACØ

The character's THACØ represents his ability to hit enemies in melee or with missile fire. THACØ stands for To Hit Armor Class Ø. This is the number a character must 'roll' equal to or greater than to do damage on a target with an AC of Ø. The lower the THACØ the better the chance to hit the target.

NOTE: the generation of a random number is often referred to as a 'roll'. In determining if an attack is successful, the roll is a random number from 1 through 20.

An attack is successful if the random number is greater than or equal to the attacker's THACØ minus the target's AC. THACØ may be modified by range, attacking from the rear, magic weapons, and magic spells among other things.

Example:
A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll:
(THACØ 15) - (AC 3) = 12+
But to hit a monster with an AC of -2 he would need to roll:
(THACØ 15) - (AC -2) = 17+

Damage

When a hit is scored, the attacker does damage. Damage is the range of HP loss the attacker inflicts when he hits an opponent in combat. Damage depends on the attacker's strength and weapon type. The damage each weapon can do is summarized in the Weapon List on page 54.

Some monsters take only partial or no damage from certain weapon types. Giant slugs, for example, take no damage from blunt weapons (maces, etc), while some other monsters only take damage from magical weapons.

Saving Throws

Whenever characters or monsters are poisoned, or attacked by most magic spells, such as Fireball or Lightning, the computer checks to see if they made their Saving Throw. A successful save means that the target had some innate immunity to the poison, or was not hit full-force by the spell. Generally, a successful save will mean that the target was unaffected or damage that would otherwise be taken is halved.

Back Stabbing

A thief will back stab if he attacks a target from exactly opposite the first character to attack the target. The thief may not back stab if he has readied armor heavier than leather (exception: elfin chain mail). A back stab has a better chance of hitting and does additional damage.

Missile Attacks

A character may not attack an adjacent target with a missile weapon (bow, sling, etc.). A character may attack an adjacent target with a thrown weapon (ax, club, etc.).

Bows can attack twice per turn. Thrown darts can attack three times per turn.

Multiple Attacks

Fighters, Paladins, and Rangers attack more than once per combat round when they get to higher levels. The first bonus is three attacks every two rounds. Later, they attack twice each round. See the chart on page 49.

All of a character's attacks are aimed against the first target. If the first target goes down with the first attack, aim any remaining attack at another target.

Movement

The number of squares a character can move is affected by the weight he's carrying, his strength, and the kind of armor he has readied. A character's movement range is displayed on the view screen and when moving during combat.

Running Away

A character may flee from the battlefield if he can move faster than all enemies. A character may not move off the battlefield if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he can move as fast as the fastest enemy monster.

Exception: If a monster or character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he may be slower than his opponents.

A character that moves off the battlefield returns to the party after the fight is over. If the whole party flees it will not receive any XP for monsters killed before retreating.

After Combat

If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the entire party flees from combat, all unconscious and dead party members are permanently lost. If ALL the party members are slain, go back to your last Saved Game and try again from that point.

Combat Strategies

Throughout *Secret of the Silver Blades*, your party engages a colorful collection of foes. At times, the party may elect to avoid a confrontation, choosing conversation or flight instead. More often, however, they must stand and fight.

To succeed in combat, a skilled player deploys his party well, casts effective spells before and during combat, maneuvers his characters into advantageous position, and attacks using his most powerful characters and weapons.

Deploying the Party

When a battle begins, your party is automatically positioned based on the existing order of the characters. Characters near the top of the order will be in the front lines and vulnerable to attack. To change the starting deployment, change the order from the Alter menu while encamped. Shift the heavily-armored fighters up the list and the vulnerable magic-users and thieves towards the bottom of the list. Party order cannot be changed while in combat.

When battle begins, your party may be placed in a bad position. If you wish to be defensive, move your characters to anchor your flanks on an obstacle such as a wall. Keep your magic-users behind the front line. Setting up behind a doorway that your enemies have to move through makes for a very strong defensive position.

Characters who are seriously injured should be moved out of the front lines if possible. Be warned, if you move away from an adjacent enemy, he will get a free attack at your back. Back attacks have an improved chance to hit.

Missile weapons cannot be fired if there is an adjacent opponent. If you want to fire missiles, make sure you keep away from the enemy. Thrown weapons, such as axes, are exceptions as they may be used either as a missile weapon or a melee weapon. If you want to stop enemy missile fire, move someone next to the opponent.

Exploit your opponents' weaknesses by directing attacks against helpless enemy characters. Gang up on isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (*Exception:* enemy spell casters). A foe with one HP remaining attacks as powerfully as an uninjured one.

A spell caster who takes damage cannot cast a spell that round. If the spell caster had started to cast and was hit, he will lose that spell from memory. Therefore, try to injure all enemy spell casters every round even if it is only for one point of damage. Conversely, if you want to cast spells, make sure your spell casters are protected.

MAGIC

Magic is integral to your success in *Secret of the Silver Blades*. Magic-users, clerics and high-level paladins and rangers can cast spells.

A spell can exist in one of four forms: in a character's memory, in a character's grimoire (spell book), in a scroll, or in a wand.

Scrolls and Wands

To cast spells from magic-user scrolls, the character must cast Read Magic from camp or have the scroll identified. Magic users can then cast with the USE command after the contents of the scroll are known.

The USE command can cast spells from clerical scrolls and from wands.

Thieves of 10th or greater level have a 75% chance of successfully using a magic-user scroll.

Memorized Spells

Any spell-caster with a memorized spell can cast it using the CAST command. Spells are memorized during rest while encamped. Memorizing a spell takes 15 minutes of game time per spell level, plus a minimum period of preparation. First and second level spells take a minimum preparation of four hours. Third and fourth level spells take a minimum preparation of six hours.

Example:
To memorize (2) 1st level spells, (1) 2nd level spell and (1) 3rd level spell would take:
(6 hours preparation) + (2 * 15 min) + (1 * 30 min) + (1 * 45 min) = 7 hours 45 min

Spells do not automatically have full effect on their target. Each target of a spell may get a saving throw to avoid some or all of the effect of the spell. As a character gains levels, his saving throws improve.

Note: some monsters have magic resistance which gives them a greater chance to be unaffected by the spell.

Magic-Users

When a magic-user trains for a new level in a Hall, he is allowed to select a new spell to scribe into his grimoire.

A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast the Read Magic spell in order to identify the spells on the scroll. A spell disappears after it has been scribed or cast. Only magic-users (and high level thieves) can cast magic-user spells from scrolls.

Clerics

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric or high- level Paladin, the character need only memorize them.

When a cleric finds a clerical scroll, he can use the spells directly from the scroll regardless of level. Paladins can never use clerical scrolls, even if they may cast the spells.

Tips on Magic Spells

Both clerics and magic-users may cast spells which assist the party in combat. Preparatory spells just before a battle can protect and strengthen characters. During battle, your spells will damage your opponents and help your party.

Spells should be memorized as soon as possible after they are used. This is most likely to happen after combat. Encamp, have your spell-casters memorize spells and select REST to allow them to imprint the spells for later use.

Note: After resting, it is a good idea to save your game. Save your game after every tough combat. You should have at least two separate saved games at all times and alternate between them. This will allow you to go back to a save before a fatal battle.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will also find magical items to help you on your way. Here are descriptions of some items that you may find. Not all of these items may be found in your adventure. You can find out if there is a magic item in a treasure by doing a Detect Magic spell using the DETECT command. To find out specifically what an item is, you must take it to an armoury or find a shop and have it identified.

Some magic items are, in reality, cursed and can do great harm. When a character readies a cursed item, a Remove Curse spell must be cast before the item can be dropped. Some magic items, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

Wands

Wands are the traditional objects of enchantment. Wands generally will cast a set number of a given spell (10 Fire Balls or 15 Magic Missiles for instance). Only experimentation or paying to have them identified will tell what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions

Potions are a common magical treasure. Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command will allow a character to drink a readied potion.

Scrolls

Either clerical or for magic-users, these items may have spells that characters couldn't otherwise cast. A magic-user may use SCRIBE to permanently transfer a scroll into his grimoire if the spell is of a level that he can memorize. Magic-users and clerics can cast spells directly from scrolls with the USE command. High level thieves may also attempt to cast

magic-user spells from scrolls. Scrolls disappear after they have been used or scribed.

Enchanted Armor and Shields

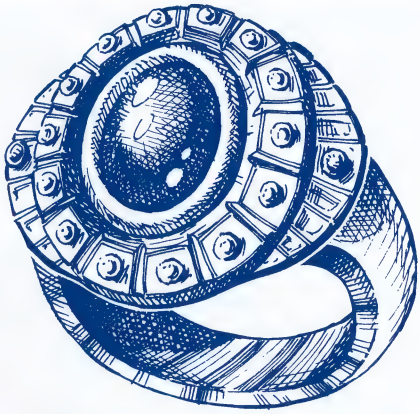
Sometimes you may run across armor or shields that have been created by skilled craftsmen and then enchanted with protective spells. The power of the magic on these items may vary a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor. To use these items merely ready them from the Items Menu.

Enchanted Weapons

Enchanted weapons come in many sizes, shapes and potencies. Sometimes a weapon will add between one and five or so to your THACØ and damage. Other weapons may have other fantastic magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the Items Menu, the character will have it for all combats.

Enchanted Adornments

Bracers, necklaces, periapts, and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items will help your AC, others may fire Magic Missiles, or even be cursed. Once one of these items has been readied from the Items Menu, a character will



automatically gain all effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Enchanted Clothing

Wizards will sometimes cast enchantments on commonplace items of clothing such as gauntlets or cloaks. A wide variety of these items are known to exist. To use these items ready them from the Items Menu.

Gauntlets of Ogre Strength

When worn, these gauntlets will give a character the tremendous strength and combat bonuses of an ogre. To wear the gauntlets, Ready them.

CREATURES OF THE FORGOTTEN REALMS

The denizens of these regions are many and varied. Here is a list of monsters you may encounter in your adventures. Some of these creatures are extremely rare, and you may never cross paths with them at all.

Basilisk

Reptilian monsters whose very gaze can turn to stone any fleshy creature.

Cockatrice

A repulsive creature that appears as part cock, part lizard. They have the power to turn flesh to stone.

Crocodile (Giant)

Large reptilian carnivores—much more dangerous than their smaller cousins.

Displacer Beast

Creature resembling a six-legged puma with two ebony tentacles growing from behind its shoulders. These beasts have the magical ability to displace their image about three feet from their actual body, making them an especially tricky opponent.

Dragons

These are some of the most powerful and dangerous of the monsters a party can encounter. The older and larger the dragon, the more damage it can do and the harder it is to kill.

Red Dragon

Red dragons can exhale great spouts of flame or attack with their claws and fangs.

White Dragon

Unique among dragons in their preference for cold climates, these evil beasts can attack with their freezing cold breath in addition to razor sharp claws and fangs. Small in size and not as intelligent as their cousins, these dragons are still quite dangerous.

Drider

Part dark-elf, part spider monster. This horror is the subterranean counterpart of the centaur.

Ettin

These foes look like giant two-headed orcs. They have great strength and can wield two spiked clubs that inflict terrible damage in combat.

Gargoyle

Ferocious predators of a magical nature. Gargoyles are typically found amid ruins or dwelling in underground caverns.

Giants

Giants vary greatly in power, intelligence and tastes. The following is a list of the types of giants you are likely to encounter.

Cloud Giant

These members of the giant races consider themselves to be above all others of the species, except storm giants, whom they view as equals.

Fire Giant

Brutal and ruthless warriors, these giants resemble huge dwarves and have flaming red or orange hair and coal black skin.

Frost Giant

These giants have a reputation for crudeness and stupidity. While the reputation may be deserved, frost giants are crafty and skilled fighters.

Hill Giant

One of the smaller of the giant races, they are brutish hulks possessing low intelligence and tremendous strength.

Storm Giant

The most noble and intelligent of the giant races. These giants are dangerous fighters when angry, and can often use magic.

Golem

Golems are magically created automatons of great power. Golems can be constructed of flesh, clay, stone, or iron. All are dangerous.

Griffon

Half-lion, half-eagle avian carnivores. Their favorite prey is horses and their distant kin (hippogriffs, pegasi, and unicorns).

Hell Hound

These other-planar creatures resemble wolves, but they can breathe fire and detect invisible enemies.

Hippogriff

Magnificent creatures with the forelimbs and head of an eagle and the body and hind legs of a horse.

Hydra

Immense reptilian monsters with multiple heads. All of its heads must be severed before a hydra can be slain. Hydras come in many sizes, with an increasing number of heads as they grow stronger.

Lich

This is perhaps the single most powerful type of undead creature. A lich is the remains of a powerful magic user who has kept his body animated after death through the use of foul magics. Liches can use magic as they did while still living, and have other powers similar to greater undead creatures.

Lizard Men

These are savage reptilian humanoids. They generally attack in groups and are often accompanied by a larger, tougher Lizard King.

Margoyle

Stony monsters which are immune to normal weapons and can attack many times with their sharp claws and spikes.

Mastodon

Large cold climate relatives of the elephants found in warmer regions.

Medusa

These are hideous women-creatures with coiling masses of snakes for hair. They can turn a person to stone with their gaze.

Megalo-centipede

True giants, often reaching over 5′ in length. Their poisonous bite is extremely dangerous.

Minotaur

These creatures are part-man and part-bull warriors. They are highly intelligent and dangerous opponents.

Mobat

These are huge omnivorous bats who like nothing better than warm- blooded humanoids for dinner!

Neo-Otyugh

This is a more powerful form of Otyugh. These disgusting scavengers have several vicious attacks and a heavily armored body.

Ogre

Large, ugly, foul-tempered humanoids, ogres generally attack with a spiked club.

Otyugh

These scavengers have long tentacles that they use to scoop trash into their cavernous mouths.

Phase Spider

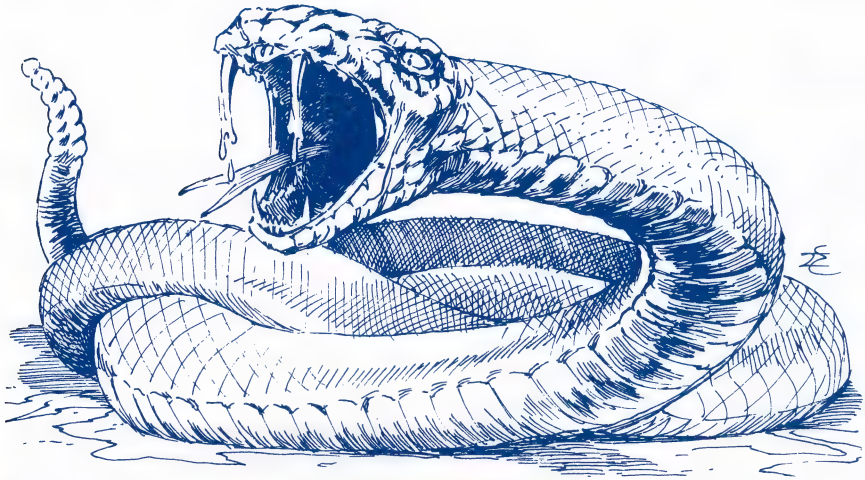
These are giant, poisonous spiders with the ability to phase in and out of this dimension. They are "phased in" until they attack and are "phased out" afterwards.

Purple Worm

These enormous carnivores burrow through solid ground in search of small (man-sized) morsels.

Remorhaz

These are sometimes referred to as Polar Worms. They inhabit cold regions and are aggressive predators who have been known to attack even frost giants.



Slug (Giant)

These are huge, omnivorous mutations of the common garden pest. They attack by biting and can spit a highly corrosive acid.

Snake (Giant)

These large reptiles slay their prey with deadly venom. Neutralize Poison counters snake bite.

Sphinx

An extremely rare creature that is part-lion, and has the upper torso of a woman. Rather than fight, sphinxes will often converse with adventurers.

Spider (Giant)

These giant cousins of the small predator attack with a poisonous bite.

Umber Hulk

These powerful subterranean creatures can use their claws to burrow through solid stone in search of prey.

Warg

Large, vicious wolves.

Wyvern

These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

SPELLS

First Level Cleric Spells

Bless improves the THACØ of friendly characters by 1. The bless spell does not affect characters who are adjacent to monsters when the spell is cast. This is a good spell to cast before going into combat.

Curse impairs the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC.

Cure Light Wounds heals 1-8 hitpoints (up to the target's normal maximum hitpoints).

Cause Light Wounds will inflict 1-8 hitpoints of damage on a target.

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Protection from Evil improves the AC and saving throws of the target by 2 against evil alignment attackers.

Protection from Good improves the AC and saving throws of the target by 2 against good alignment attackers.

Resist Cold halves the damage and improves saving throws vs. cold attacks by 3.

Second Level Cleric Spells

Find Traps indicates the presence of traps in the character's path.

Hold Person may paralyze targets of character type (human, etc). You may aim a hold person spell at up to 3 targets.

Resist Fire halves the damage and improves saving throws vs. fire attacks by 3.

Silence 15' Radius must be cast on a character or a monster. That character or monster, and all adjacent to him, cannot cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many hitpoints of snakes as the cleric has hitpoints.

Spiritual Hammer creates a temporary magic hammer that is automatically Readied. It can strike at range and does normal hammer damage. Spiritual Hammers can hit monsters than may only be struck by magic weapons.

Third Level Cleric Spells

Bestow Curse reduces the target's THACØ and saving throws by 4.

Cause Blindness will blind one target. This can only be cured with a Cure Blindness Spell

Cure Blindness removes the effect of the Cause Blindness spell.

Cause Disease will infect the target with a debilitating ailment that saps strength and hitpoints.

Cure Disease removes the effects of disease caused by some monsters or caused by a Cause Disease spell.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any of the party that has been held, slowed or made nauseous.

Prayer improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throw of monsters by 1. This is a good spell to cast before going into combat.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Fourth Level Cleric Spells

Cause Serious Wounds inflicts 3-17 hitpoints of damage on a target.

Cure Serious Wounds heals 3-17 hitpoints (up to the target's normal maximum hitpoints).

Neutralize Poison revives a poisoned person.

Poison causes the target to save versus poison or die.

Protection from Evil 10' Radius must be cast on a character or a monster. It improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers.

Sticks to Snakes causes snakes to torment the target. The snakes will make movement and spell casting impossible for the duration of the spell.

Fifth Level Cleric Spells

Cause Critical Wounds inflicts 6-27 hitpoints of damage on a target.

Cure Critical Wounds heals 6-27 hitpoints of damage (up to a character's normal maximum hitpoints).

Dispel Evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

Flame Strike allows the cleric to call down a column of fire from the heavens.

Raise Dead can bring back to life one non-elf character. The chances for success are based on the character's constitution and how long the character has been dead.

Slay Living is a reversal of the Raise Dead Spell, and will kill one target. If the target makes his saving throw, then he will suffer 3-17 hitpoints of damage.

Sixth Level Cleric Spells

Harm will inflict terrible damage on any living creature—leaving only 1-4 hitpoints.

Heal cures all diseases, blindness, feeblemindedness, and all except 1-4 of a character's full hitpoints.

First Level Druid Spells

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Entangle will cause plants in the area of effect to grow and entwine around the feet of any creature in the area. Be careful not to catch allies in the spell area.

Faerie Fire will ring a targeted creature in magical light. This spell will outline otherwise invisible creatures, and give a +2 THACØ bonus to anyone attacking an affected creature.

Invisibility to Animals will make the target invisible to non- magical, low or non-intelligent, animals. This spell does not offer protection against intelligent opponents or magical creatures.

Second Level Druid Spells

Barkskin causes the target's skin to become tougher and harder to damage. The effect of this spell is a -1 bonus to AC. This is a good spell to cast before combat.

Charm Person or Mammal changes the target's allegiance in a combat. It affects character types (human, etc.) and other mammals.

Cure Light Wounds heals 1-8 hitpoints (up to the target's normal maximum hitpoints).

First Level Mage Spells

Burning Hands causes 1 hitpoint of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in a combat. It only affects character types (human, etc).

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets. If the caster is 6th level the target becomes as strong as an Ogre. If the caster is 10th level the target becomes as strong as a Fire Giant. A target can only be under the effect of 1 enlarge spell at a time. Unwilling targets get a saving throw against this effect. The spell will stay in effect for more than 1 combat, and should be cast before combat.

Friends raises the caster's charisma 2-8 points. It is often cast just before an encounter.

Magic Missile does 2-5 hitpoints per missile with no saving throw. A mage throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) This spell will damage any target within its range unless the target is magic resistant or has certain magical protection. Casts instantaneously.

Protection from Evil improves the AC and saving throws of the target by 2 against evil attackers.

Read Magic allows a mage to ready a scroll and read it. For scrolls, this works as if they have been identified. A mage may scribe the spells from a scroll (if appropriate for his class and level) after it has been read.

Shield negates enemy Magic Missile spells, improves the mage's saving throw, and may increase his AC.

Shocking Grasp does electrical damage of 1-8 hitpoints, +1 hitpoint per level of caster.

Sleep puts 1-16 targets to sleep with no saving throw. Up to sixteen 1 hit-die targets are affected. One 4 hit-die target is affected. Targets of 5 or more hit-dice are unaffected.

Second Level Mage Spells

Detect Invisibility allows the target to spot invisible targets.

Invisibility makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at

invisible targets. Invisibility is dispelled when the target attacks or casts a spell.

Invisibility causes the target to disappear from normal sight. The spell remains in effect until the character attacks or the magic is dispelled.

Knock is used to open locks. It can be cast from the door-opening menu if the active character has a memorized knock spell.

Mirror Image creates 1-4 illusionary duplicates of the mage. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking Cloud paralyzes those in its area for 2-5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its AC reduced for 2 rounds. This spell has a very short range and care should be taken to avoid including party members in the cloud.

Strength raises the target's strength by 1-8 points, depending on the class of the target.

Third Level Mage Spells

Blink protects the mage. The mage 'blinks out' after he acts each round. The mage may be physically attacked before he acts each round, but he may not be physically attacked after he acts.

Dispel Magic removes the effects of spells that do not have specific counter spells (such as Cause Blindness or Disease).

Fireball does 1-6 hitpoints per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. Fireball is a slow-casting spell and the spell's power demands that you target carefully. Otherwise, you may inadvertently destroy party characters. The only safe area on the screen at the time you target the spells are the squares in each corner of the screen and the squares directly above and below these corner squares. Be sure to use the CENTER command to determine who will be in the area of effect.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration and you should wait until a fight is imminent to cast it. Warning: each time a haste spell is cast on a character, that character ages one year.

Hold Person may paralyze targets of character types (human, etc). You may aim a hold person spell at up to 4 targets (Exit to target fewer).

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THACØ of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at invisible targets. Use this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Some monsters can see invisible creatures.

Lightning Bolt does 1-6 hitpoints per level of the caster to targets along its path. If the target makes its saving throw, the damage is halved. A lightning bolt is 4 or 8 squares long in a line away from the caster. For best results, move the spell caster to send the bolt down a row of opponents.

It will attack all opponents along the line within its range. Target the first creature in the row (closest to caster). Lightning bolts will reflect off walls back toward the spell caster. This permits targets adjacent or close to a wall to be hit twice by the same bolt. Be careful the caster isn't hit by the reflected bolt.

Protection from Evil, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against evil attackers.

Protection from Good, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against good attackers.

Protection from Normal Missiles makes the target immune to non-magical missiles.

Slow affects 1 target per level of caster. The spell halves the target's movement and number of melee attacks per round. Slow can be used to negate a haste spell. This spell is useful against any high-damage creature. Only affects the side opposing the spell caster.

Fourth Level Mage Spells.

Charm Monster changes the target's allegiance in combat. It will work on any living creature. The spell affects 2-8 1st-level targets, 1-4 2nd-level targets, 1-2 3rd-level targets, or 1 target of 4th-level or above.

Confusion affects 2-16 targets. Each target must make a saving throw each round or stand confused, become enraged, flee in terror or go berserk. Confusion is most effective when used against a large number of enemies.

Dimension Door allows the mage to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Mages can use it for quick escapes. Fighter/mages use the "Door" to reach the opposition's rear area.

Fear causes all within its area to flee.

Fire Shield protects the mage so that any creature who hits the mage in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The mage takes half damage (no damage if he makes his saving throw) and has his saving throw against the opposite form of attack improved by 2. He takes double damage from the form of attack the shield is attuned to.

Fumble causes the target to be unable to move or attack. If the target makes his saving throw, he is affected by a slow spell.

Ice Storm does 3-30 hitpoints to all targets within its area. There is no saving throw. This spell will inflict damage on opponents protected by Minor Globes of Invulnerability.

Minor Globe of Invulnerability protects the caster from incoming first, second, or third-level spells. The Globe is very effective when used in combination with Fire Shield.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Fifth Level Mage Spells

Cloud Kill is similar to the Stinking Cloud spell, except that its area of effect is larger and it will kill weaker monsters. Stronger monsters may be immune to the spell.

Cone of Cold fires a withering cone shaped blast of cold. The spell's range and damage increases with the caster's level.

Feeblemind cause target's who fail their saving throw to drop dramatically in intelligence and wisdom and become unable to cast spells. A Heal spell must be cast on the victim to recover from the effect.

Hold Monster is similar to the Hold Person, except that it will affect a wider variety of creatures.

Sixth Level Mage Spells

Death Spell will kill opponents instantly and irrevocably. The spell will kill a greater number of weak opponents than strong.

Disintigrate will destroy one target. Some creatures, with an inate magic resistance, may avoid the effects of the spell, while most must make a saving throw to survive.

Flesh to Stone causes the target to make a saving throw or be turned into stone.

Globe of Invulnerability will protect against 1st through 4th level spells.

Stone to Flesh will counter the effects of such magical creatures as cockatrice and medusae. When this spell is cast on a character, there is a possibility that the character will not survive the shock of being restored to flesh. System shock survival is based on a character's constitution.

Seventh Level Mage Spells

Delayed Blast Fireball is a more powerful version of the third level spell and will go through a Minor Globe of Invulnerability. The fireball explosion can be delayed for some period of time if the caster wishes. The delay options will vary with different computers.

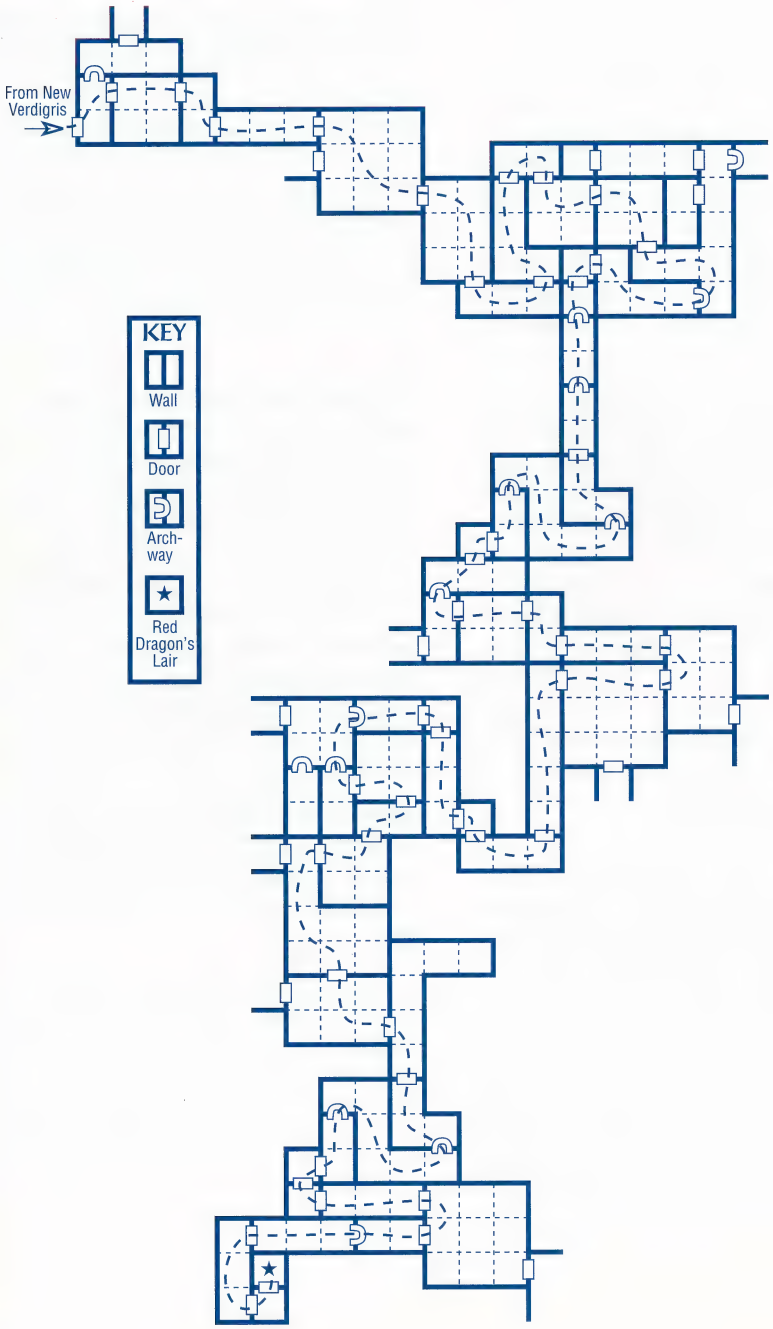
Mass Invisibility is identical to the Invisibility spell, except that it will effect several targets at once. This can be a valuable spell to cast before a known encounter.

Power Word, Stun will cause one creature to be stunned—reeling and unable to think or act effectively. The weaker the target, the longer it will be stunned.

Journal Entries

❑ Journal Entry 1

MAP TO THE DRAGON'S HOARD.



❑ Journal Entry 2

FANATIC SOLDIER'S TALE

'We have done it! Our noble ancestors are being freed from the ice and they fight by our side as brothers! Oh, to see the Legion again! I never thought it possible. No one can stop us now.'

His voice softens to a hoarse growl. 'They say that the personal bodyguard of Eldamar has been found and fights for us.' he whispers. 'I can now die in honor, knowing that our enemies will soon be destroyed.'

The fighter smiles and dies.

❑ Journal Entry 3

SIR DERIC'S STORY

'The Black Circle laid an ambush for our party. Nearly everyone was captured or killed. I was unconscious and left for dead. Since that time I have sought to free my companions. At least two lie ahead and I shall seek them out. In this stolen Black Circle garb I may succeed. With your help I certainly will. As honorable men, will you join me on my quest?'

❑ Journal Entry 4

BLACK CIRCLE MAGE AT TOP OF MINE

'We have just driven the foul beasts from the mine entrance. We will not inform the town until the mine is fully cleared. We do not wish to raise false hopes.'

❑ Journal Entry 5

MAYOR TALKING OF THE BLACK CIRCLE

'We've had a number of dealings with the magic brotherhood known as the Black Circle. They have aided us in the past in return for gems. It was based on their divination that we extended our lower tunnels — and uncovered the monsters. Marcus is the only member that lives in town, but he keeps to himself. The Black Circle say that they are studying ways to stop the monsters and will act only when sure of success.'

❑ Journal Entry 6

'One of the miners saw red robed figures outside the east wall.'

❑ Journal Entry 7

OLD MAN'S TALE OF THE SCROLL

'My uncle adventured along the shores of the Moonsea. He was a warrior who ventured on many a great quest. He feared nothing — nothing that is except dragons. Though he never met one, he was terrified by the possibility. This scroll was his insurance. When he died — from a knife wound gotten in a bawdy house — he passed it on to me. Seeing as how I'm unlikely to survive a dragon with this scroll I thought you might like it.

❑ Journal Entry 8

'I didn't drink that much. I'm sure that mouse in the corner was glowing.'

❑ Journal Entry 9

Old Man's Tale of the Black Circle

'Them Black Circlers are a hostile bunch, but don't judge 'em too hard. They was once mages serving the two brothers who ruled the old town. They used the Well's teleporters too many times and was cursed by the Well. If yah use them too often, yah will join the Circle. It serves the dark nature of the Well and they hate all others.'

❑ Journal Entry 10

A Dying Man's Last Words

'Don't go near that temple in the mines! There is an illusion of goodness there, but don't be fooled. It is ruled by some unknown demon. One of its minions referred to it as the Flaming One. I never saw it. I was ambushed as soon as I encamped near the altar. Now that I have passed on my warning I can die in peace.'

The man ceases to breathe.

❑ Journal Entry 11

Exultant Banite Priest

'The Beholder Corps has returned and is housed in the dungeons. Now nothing can harm the Dreadlord. Anyone who tries to penetrate the dungeons will be vaporized within seconds. Hah, hah, hah! The world will soon belong to us.'

❑ Journal Entry 12

Old Man's Tale of the Temple

"Twas long ago that the old town was a thrivin' place. The mine was there then too. Folks was ruled by a fellow who worshipped Tyr. He thought the miners was deservin' of Tyr's protection. Some of the folks round here say that the temple can still be found. Only those of stout heart should try though. Things buried so long tend to harbor ghosts that don't like disturbin'.'

❑ Journal Entry 13

Blind Mage's Story

'I led a band of heroes to clear the mines. We discovered the dungeons and were nearly to the top when the Black Circle sprung their ambush. I was a local who never trusted the Circle's claims of friendship, so they were glad to capture me. Not content to simply kill me, they prepared an elaborate wish. It traps me in this cell, blind and unable to cast spells. It also had the side effect of rendering me immortal and immune to damage. Once you free me I shall regain my own powers, but also lose these benefits. This is a fair exchange.

'I return to my tower now, but let me give you some reward. First, seek the souls trapped in the highest level. They know important information. Second, take this map to where I have hidden some treasures.'

❑ Journal Entry 14

The Captain's Tale

'We were about to enter the Well. The rope was slippery with the slimy blood of the dragon but nothing could stop us from our goal. The gems glittered on

the bottom, luring us with untold wealth. Gramkal was the first to go, of course. The thief was almost bursting with excitement as he reached down to take the gems. Poor man, his shriveled hand will never pick another pocket.'

❑ Journal Entry 15

Meeting the Frost Giant King

'So, not content with melting away our home you carry the war directly to us. We have held these crevasses for generations. We will not surrender them to the likes of you. Look to your lives! I am prepared to die. Are you?'

❑ Journal Entry 16

Black Circle Commander's Paper

We are prepared. The inner sanctum is well concealed, surrounded by the hatchling pool. We hope that the old Red Dragon will not miss the hatchlings; they provide an excellent defense. Soon we must find a way to age them to a more useful size.

Use the map to plan an attack on Well. We expect regular progress reports.

If you fail, we will act on a suggestion made by a junior member. He believes that the dragon may be amenable to a human sacrifice. The clerk from Phlan has become expendable and will be the first victim. One way or another the dragon and its Banite allies will fall; the Well must be ours.

❑ Journal Entry 17

Old Man's Tale of the Brother Wars

'The old town was said to be a fabulous place for a time. Was ruled by brothers, one honorable and forthright, the other a studious and insecure mage. One day the mage decided he would live forever. The brother thought that was blasphemy and tried to stop him. War covered the valley and the town was laid waste. The gods cursed the valley and froze it over. These new monsters are just more of the valley's curse. We can only wait and suffer 'till the gods see fit to lift the curse.'

❑ Journal Entry 18

Story of the Silver Blades

Derf reclines in a chair and begins,

'Three hundred years ago there were two brothers: Oswulf, a paladin, and Eldamar, a mage. Both were powerful and worshiped Tyr, god of justice. As Eldamar grew old he became obsessed with gaining immortality; serving Tyr was no longer enough. He became insane and isolated himself in the upper levels of the Castle of the Twins. There he researched the arcane magic necessary to become a lich. Oswulf discovered this, but was unable to convince his brother to abandon his madness.

'Forseeing the evil that a lich would produce, Oswulf left the Castle and searched for 12 great heroes. These he forged into the band he called the Silver Blades. By the time Oswulf could return to this valley, Eldamar had completed his spells and was reborn as the lich called the Dreadlord. The Dreadlord summoned evil forces to protect him. The Silver Blades faced a pitched battle

among the buildings of Verdigris. The town was laid waste and many of the heroes fell. Those of us who remained forced the evil horde back to the castle gates.

'Oswulf refused to push on and slay his brother. Instead our mages and clerics cast a spell to freeze the valley permanently within a glacier. The Dreadlord's forces counterattacked while the spell was being cast and Oswulf fell protecting us. His body lies on the level above, but his spirit still guards the castle, preventing the reawakening of the Dreadlord. As the last of the Silver Blades, I chose to remain here to maintain my temple and keep watch as well.

'Now the descendants of the Dreadlord's disciples have returned. The Black Circle is succeeding in unravelling our spell. I am now bound to this temple and cannot take the battle to them. You must take up the Silver Blades' standard and end the Dreadlord's threat forever.'

❑ Journal Entry 19

THE AMULET OF ELDAMAR.

'Know now of the Amulet of Eldamar, stolen long ago. It was taken by a wily thief who held it for but a day. As he dreamed of wealth, he fell victim to a red dragon, kin to the one you slew to free me. The amulet now adorns the dragon's hoard, which lies in the southwestern corner of the city.

'The map starts at the entrance to the new town. Follow the path.'

❑ Journal Entry 20

'That old man — south of the mayor's place — can sure talk yer ear off.'

❑ Journal Entry 21

EARLY DAYS OF THE TOWN.

'This whole valley used to be filled with a glacier. About 15 years ago it melted back beyond the old mineshaft. Miners from throughout the Dragonspines flocked here and formed the new town. The Black Circle helped them open the mine. A few years later the miners began to extract the gems again. Until these monsters came the town was doing quite well. The glacier kept going back too. In a few years the entire valley will be open.'

❑ Journal Entry 22

DYING CLERIC OF BANE.

'The Black Circle is trying to take our Well! They seek the death of the red dragon who holds it in sacred trust. I was ambushed while trying to entice the young dragons from the Well. They dragged me here to ... to...'

The Banite Cleric fades into death.

❑ Journal Entry 23

TALK OF MYSTICAL ITEMS.

'The mages keep looking for a mysterious amulet. It is connected in some way to their whole purpose for being here. They say it will reveal some key to a mysterious sanctum. Perhaps they are after a great treasure.'

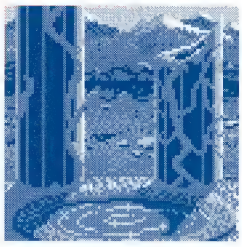
❑ Journal Entry 24

The Guard of Grimdra Hoard

'Grimdra discovered where the Well stored its gems — for they are not consumed. He dug a small tunnel and has diverted them for centuries. I am certain that the gems are what sustain him. He has never sold a single one and he was old when the twins were born.'

❑ Journal Entry 25

Message From the Well.



'The miners' plight masks a more serious threat. Should the Black Circle succeed in its plans, the entire Realms will feel the result. The mages seek the awakening of the Dreadlord, an evil of incalculable power. He sleeps within his castle, trapped within the glacier. The Circle has reached the dungeons and are melting their way upward. The monsters trapped in the dungeons are being released and allowed to harry the miners.

'My powers are subject to laws you cannot understand. I am privy to information only at certain times and only when you sacrifice gems. Still, seek me out when you have questions. My powers are at your disposal.

'My teleporters are paired. Each teleporter that rings me has a brother somewhere in the valley. Until you visit both gates, you may not use that pair. To my northwest is the gate which connects to the new town.

'My power fades. Return to me with gems when you have more questions.'

❑ Journal Entry 26

Warning about the Amulet.

'The Dreadlord seeks the Amulet of Eldamar. If he can trick someone into bringing the amulet into the dungeons beneath the castle, he will be awakened. Even worse, it acts as a monster attractant. Evil creatures throughout the region will seek out the holder. Remember to always avoid this item.'

❑ Journal Entry 27

Rescued Maiden's Story.

'The mages took me to be sacrificed to the red dragon. They wanted access to the teleportation booths and the hoard of gems. My father is an unwitting servant of the Black Circle. When he became suspicious, they kidnapped me to keep him silent. Now I'm sure they must have killed him. I must leave!'

She runs away sobbing with grief.

❑ Journal Entry 28

Old Man's Tale of the Vorpal Blade.

'This here blade has been carried down from my great-great grandpappy. He almost captured a throne out near Waterdeep, but tired of the campaigning. Travelled up to Myth Drannor and stood with elves against a Flight of the Dragons. They were impressed enough to let him retire there. Married an elven princess and led a settled life. Far as I know, she left with the other elves and is still alive.'

❑ Journal Entry 29

Vala's description of the old castle

'I was here as a young child. Oswulf used to hold town meetings in the great hall. The hall was huge — much larger than this — and I don't recall any alcoves. These alcoves along the side were definitely put there by the Dreadlord. I suspect that he has radically changed the entire castle. Oswulf had said that his brother had become paranoid and turned the castle into a maze of traps. We must watch where we place our feet; any stone could conceal a pit or dart.'

❑ Journal Entry 30

'So many gems down in that mine and no way to get at them. Life ain't fair.'

❑ Journal Entry 31

Banite Patrol's Story

'The Black Circle usurped our control of the Well of Knowledge. Bane was offended and sent a red dragon in vengeance. The dragon drove out the infidels and now holds the Well in trust. There he shall remain until Bane deems it time for our return. Death to the Black Circle! Death to the enemies of Bane!'

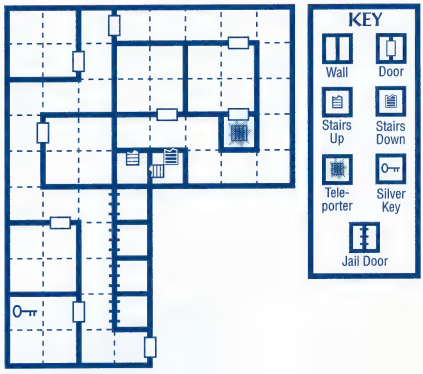
❑ Journal Entry 33

Prisoner's Tale

'I am one of the champions who sought to free the town from its monstrous scourge. We penetrated the mines and passed through the excavated tunnel to these dungeons. We were led by a powerful mage who was able to answer the riddles posed by that mad spirit. Near the top of the dungeon we were ambushed by the Black Circle. Many died and none escaped. Our leader was taken away for some black rites. That spirit hates the living. Its laughter is driving me mad! I must escape to the open air!'

❑ Journal Entry 32

Map of the 4th Level



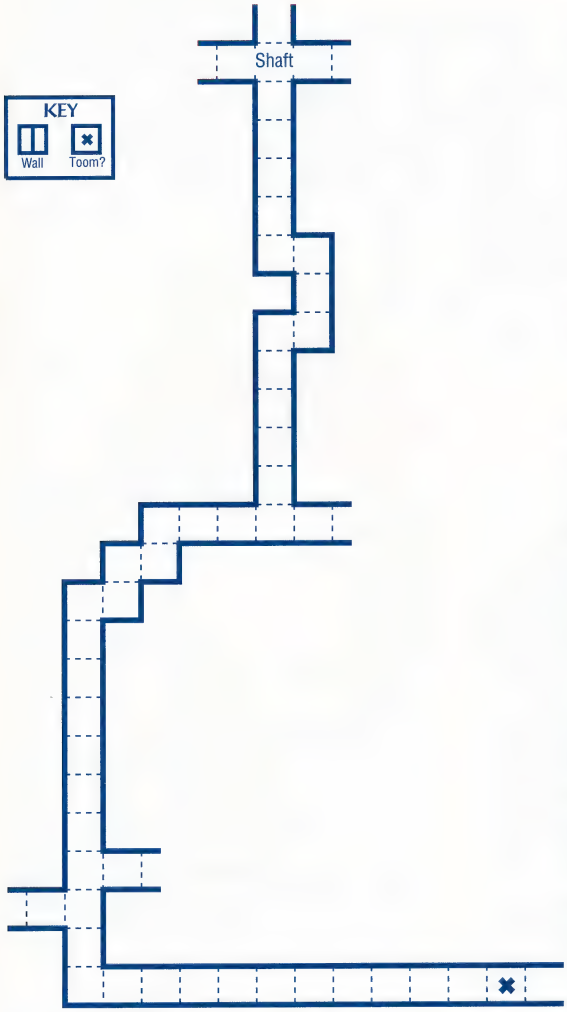
❑ Journal Entry 34

Old Man's Tale of the Flaming One

'The Flaming One is an accursed demon, destined to live as long as man walks the earth. He can possess anything of flesh. Last time he was defeated was in Myth Drannor and rumor held that he had died. If yah listen to travellers, yah can trace his movements. He is trapped in some diminutive form and seeks the power to release himself. I think he's skulking the ruins, seeking the power of the Dreadlord.'

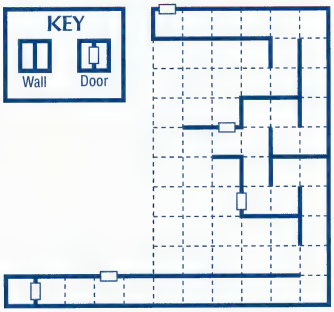
❑ Journal Entry 35

MAP TO LEVEL 8 TOOM



❑ Journal Entry 36

MAP PURCHASED FROM THE STORM GIANTS



Perhaps this is a gateway to the Abyss. In any case, we lost many comrades as the monsters have climbed up level after level of the mine. Now they are invading the nearby ruins. Soon they will reach New Verdigris.

'To add to our problems, something has captured the Well of Knowledge. The Well imparts information, occasionally grants wishes and controls the teleporter in my house. If you free the Well, then you can use the teleporter to move through the ruins.

'Once the Well is protected, you must descend into the mines and stop these horrors from emerging. Others have tried, but none have returned. You must save us before we are overwhelmed.'

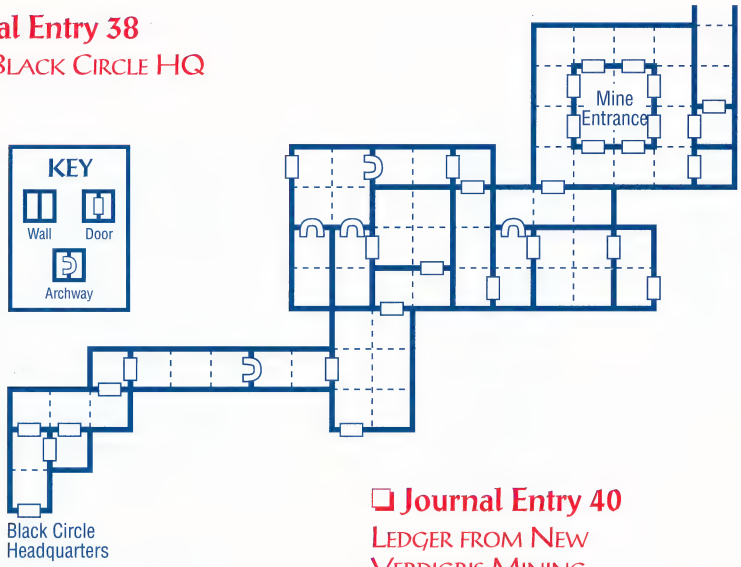
❑ Journal Entry 37

MAYOR'S INTRODUCTION

'We are a small town of miners in desperate straits. Three months ago we opened a new shaft and monsters boiled forth.

❑ Journal Entry 38

Map to Black Circle HQ



❑ Journal Entry 39

Old Man's Tale of the Cloak

'My grandpappy was a paladin out near Cormyr, in the days before King Azoun. Family's come down a bit since then, but make no nevermind. He was beloved of a noble lady. She was a warrior maiden, namesake of Azoun's daughter Nacacia. Anyway, she kept trying to attract him, tie him down and so on. In turn, he would go on longer and more dangerous quests.

'Nacacia took this in stride and eventually gave him this cloak as a present, saying that this way he could be around and elsewhere at the same time. My dad was their child and passed the cloak down to me. I think that it's too useful just to keep as an heirloom — and none of my kids deserve it — so put it to good use.'

❑ Journal Entry 40

Ledger from New Verdigris Mining

2nd Tenday of Highsun New Verdigris Mining

1) 250

2) 300

3) 75 (Hill Giant Attack)

4) 350

5) 50 (Medusa Attack)

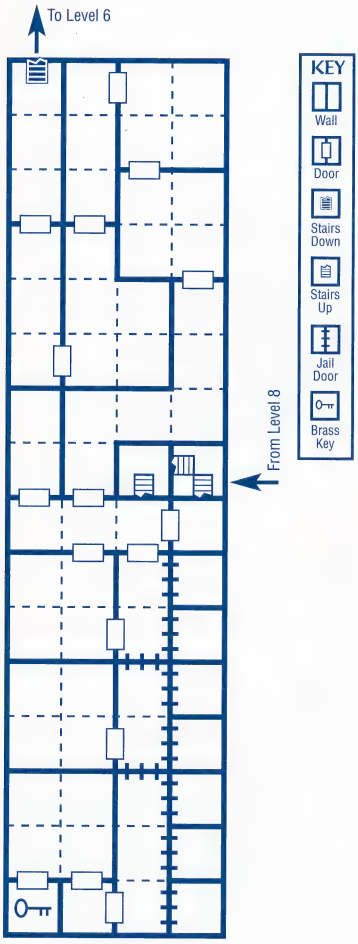
6) 100 (Wyvern Attack)

7,8,9,10) General Strike—no work.

'Where are all these monsters coming from? We can't get any work done!'

❑ Journal Entry 41

Map to the First Key



❑ Journal Entry 42

The Medusa's Tale.

'I don't care! We have been cheated of our rightful place in the Dreadlord's hierarchy. The Black Circle must pay! They may have freed our master, but he is still weak and does not realize their plans! I shall go and tell him!'

❑ Journal Entry 43

Letter from Marcus to the Black Circle

The new band the mayor has recruited seems superior to the last group. The townsmen managed to reach the Well prior to the red dragon. They WISHED for champions to protect them. Fortunately for us, the wish worked literally and brought only the people. The mayor has to clothe, feed and equip them. It was quite a sight to see these naked and angry people waking up right in the middle of a town meeting. I don't think they will pose a threat.

❑ Journal Entry 44

Phlan Clerk's Tale

'Well, I had just made my escape and was preparing to return to Phlan when I was grabbed by those vile Black Circle scum! Do they never bathe? The council back at Phlan will hear about this!

'Anyway, where was I? Oh yes, mauled by filthy beasts. They started babbling about sacrifices and a Dreadlord. Dreadlord this and Dreadlord that; all they talk about is this Dreadlord. If he's so powerful, why does he let these disgusting people serve him?'

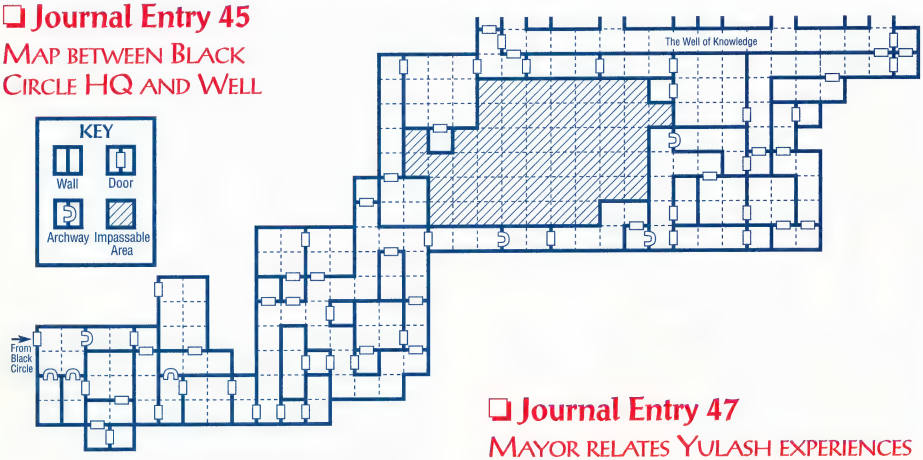
She gets a sly look in her eyes.

'They dragged me here and I feigned unconsciousness — I wasn't going to make it easy for them. The scum started whispering about great treasures hidden in the crevasses. The western tunnels and a vorpal something were mentioned. Strange name for a valuable object. You wouldn't have a spare dress around? Look at mine. Dragged through mud and ice, absolutely filthy. And my hair ...'

She starts complaining about trivial matters.

❑ Journal Entry 45

Map between Black Circle HQ and Well



❑ Journal Entry 46

Letter from Mulmaster

Know, oh ancient Dreadlord, that we remember our pledges — even those made over 300 years ago. As was promised, the newly reformed Beholder Corps will be sent to serve you for a period of 1313 days. We are gladdened that you have reawakened and hope that the alliance will continue in the same spirit that founded it centuries ago.

In Bane's Name,

Imperator Dhazheal

❑ Journal Entry 47

Mayor relates Yulash experiences

'Not long ago I served Hillsfar as a Red Plume. I was faithful and they made me commander of the city of Yulash. We were locked in a fierce war to protect that city from the forces of Zhentil Keep. The war tired me and I began to yearn for peace. What finally decided me was the Cult of Moander. It used my city as a base to restore its dead god to life. Were it not for a band of blue tattooed adventurers the Cult might have succeeded.

I left as the Zhentrim attacked again and wandered north. Here I found my leadership skills in need, so became mayor of this peaceful backwater. Now that peace is threatened, I hope you have the power to protect us.'

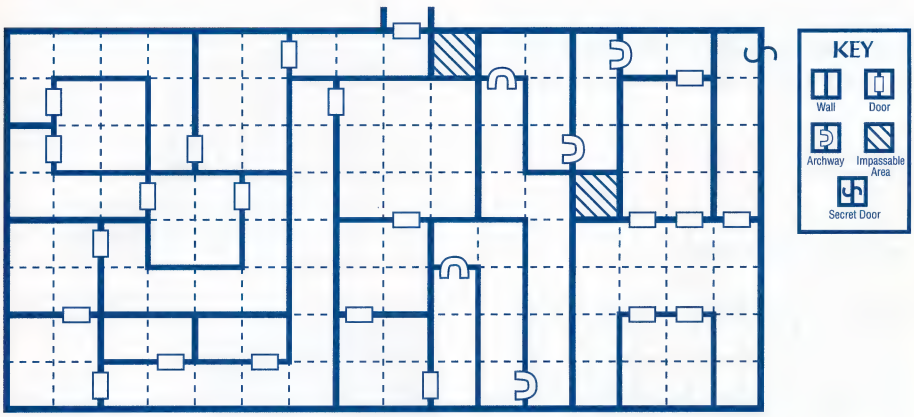
❑ Journal Entry 48

The Glowing Mouse's Speech

'You thought that you had defeated me in Myth Drannor and before that in my castle in Phlan. Know now that I am truly immortal. When the Gauntlet of Moander destroyed the Pool of Radiance, I feigned my death and managed to possess this creature. Now that you are here I can take one of you over and be free again.'

❑ Journal Entry 49

Map of the Black Circle's Inner Sanctum



❑ Journal Entry 50

Derf meeting Vala

Vala chortles, "Derf, you fuzzy old man, you look even cuter with white hair." She pinches his cheek and gives him a big hug.

When she releases him, his cheeks are bright red and he sputters, "Now, stop that!" He straightens out his robe and continues, "How can you be alive? You were lost in the great battle."

She smiles and explains, "I was captured by the Dread Legion and encased in a mystical cage until these adventurers released me."

He responds, "Thank Tyr!" He looks her in the eyes with a soft expression and says, "The Legion has returned and is unravelling our spells. The Dread-lord's threat must be ended forever."

She responds, "I still remember my vows and I will do what is necessary." With that, she falls back into rank and the old dwarf recovers some of his dignity.

❑ Journal Entry 51

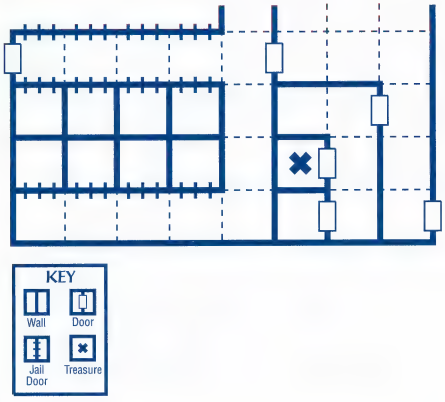
Old Man's Tale of the Government House

'Once heard tell about the impressiveness of the old town.

There was a great castle at the head of the valley. Then south of the mine was the old Government House. It was a large place, richly decorated, where affairs of state were conducted. Was built stoutly, so should be still standin'. Good loot no doubt, if you can stand the ghosts of clerks and bean counters.'

❑ Journal Entry 52

Map to Blind Man's Treasure



❑ Journal Entry 53

The Black Circle's Plan

The path to the Castle of the Twins was revealed when Oswulf's Confession was rediscovered. Oswulf gave his final confession to his cleric just before the ice encased the valley. The Dread Legion of Magic persuaded the cleric to reveal the Confession. Their leaders expanded and annotated the document. Their hopes of a quick penetration of the glacier were dashed when the Legion was nearly destroyed at Ashabenford. The Confession has been lost since that time.

We of the Black Circle are the descendants of the Legion. Now that we have the Confession again our plans can proceed. We have broken the glacier and it recedes slowly. The Silver Blades are gone, so no one can stop us from releasing the Dreadlord. It is only a matter of time.

Still, we chafe at unnecessary delay. We have tricked the miners into opening the way into the dungeons. We are now recruiting fire-using creatures to melt a way upward. The monsters we release serve to keep away intruders.

The solving of the Dreadlord's dungeon riddles has cost us many lesser mages. Illusions have sent many scouts to unwitting deaths. We are proceeding, but would do better with control of the Well of Knowledge. Its wisdom and control of the teleportation gates would aid us greatly. We also seek the Amulet of Eldamar to pass the three great doors to the Sanctum.

Divinations show that a third item will be required to reach the Dreadlord. The signs indicate Tyr is involved with the item, but nothing is clear. The temple in the mine seems to hold nothing of value.

❑ Journal Entry 54

Old Man's Tale of the Well of Knowledge

'The Well of Knowledge was the heart of the old town. It controlled the gateways that allowed travel throughout the valley. Also, it served the old town by providing its enigmatic messages. The town used it but they did not build it. It was there when the first men entered the valley and it is said that it will remain when all else is gone.'

❑ Journal Entry 55

Clerk's Story

'I served the city of Phlan in the capacity of head clerk.

During the reconquest of the city, I contracted out missions to the many heroes who freed the city. I had contacts with the Black Circle because of their access to the gems of Verdigris. We went through many gems in the early days of the city, as they were awarded to the heroes for successful completion of their missions.

'After Phlan was freed, the council agreed to act as middlemen for the Circle. In return for our help they continued to replenish the city's treasury. I was sent here as a contact while the council works out the alliance between the Black Circle and the Red Wizards.

'I have been here long enough to know that these mages are very dangerous. This scroll is a map of the Circle's inner sanctum. Take it! I'm getting out before the Circle succeeds in its plans. Good day!'

The woman storms out of the room with haughty dignity. She slams the door and her brisk steps recede down the hallway.

❑ Journal Entry 56

Meeting with Oswulf

'My hopes of keeping my brother from the world are crumbling with this ice. If the Dreadlord's evil cannot be contained then it must be destroyed. I am reassured that it is the Silver Blades who come to finish what we started centuries ago. Please remember that it is the lich and not my misguided brother's soul that is evil. Upon your honor I charge you with freeing his soul from the lich's taint. I shall hold the gate here, but the Dreadlord may escape through another exit. You must succeed ...'

A tear appears in the giant spirit's eye, 'You must succeed ...'

❑ Journal Entry 57

Letter found blowing in the Wind

Marcus, our plans proceed as well as can be expected. It is unfortunate that the Red Dragon has taken the Well of Knowledge. The Red Wizards may support us if they think we are after the Well. We will keep our real target to ourselves. We are using a contact in Phlan as a middleman. In turn, he has sent a clerk to take care of communications. She has no knowledge of our real intent.

We are running out of some spell components, especially bat guano and sulphur. When is the next shipment due? Maintain contact by standard means.

One final note. Rumor indicates that the mayor has brought together a new force to clear the mines and the Well. We are concerned. Reply with the information as soon as possible.

❑ Journal Entry 58

A Prisoner's Speech

'The driders have returned to this area only recently. They have been unable to enter this valley because of the ice blocking their tunnels. Suddenly the tunnels melted clear and many new monsters began to appear. The driders remember these creatures from over 300 years ago, when the valley was torn by a battle between two brothers. One of the brothers was responsible for the ice, but the driders have no idea how.'

❑ Journal Entry 59

Tale of the Wounded Warrior

'If it weren't so terrifying it would have been comical. We were deep in the mines when our party came to the cavern. A horrid mass of unspeakable monsters were there listening to a high pitched, squeaky voice. It took us a while to spot the source of that piping. Valgur laughed when he saw it. That was our downfall. The monsters heard and attacked. As I crawled from the fray badly wounded, I saw the creature in the back of the horde. It was only a glowing mouse!'

❑ Journal Entry 60

Message found by pouch

'I'm sorry but I needed to escape. This pouch is for you. Seems like old times.'

❑ Journal Entry 61

Mayor reveals his true mission

'Now that you have discovered the way to reach the Dreadlord, your usefulness is at an end. I still serve Hillsfar and my mission has been to recruit the Dreadlord. With his power Hillsfar can take control of the Dalelands and the Moonsea. I will become governor of the northern provinces and be wealthy beyond imagining.'

❑ Journal Entry 62

Mage's Report

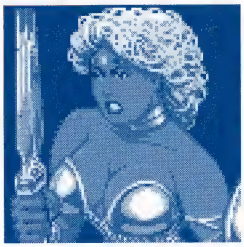
Our flaming creatures are clearing the ice quite quickly now. The dungeon is open to just below the castle, where ice is much more resistant. Thankfully we have discovered a second door upward.

This leads along a winding tunnel into a glacial crevasse. This was undoubtedly an old escape tunnel hidden by the Dreadlord.

We have seen no sign of adventurers, but disturbances have been reported in the lower levels. As a precaution, we have thawed out the purple worms. This will slow us down, but will provide needed defense.

❑ Journal Entry 63

Vala's Story



The amazonian woman collapses as she steps down from the shattered prison. As you rush to help, her eyes flutter open and she moans, 'Who are you? Where am I?'

After you explain what you know and she has revived, she growls, 'The Legion will pay. They have left me imprisoned for 300 years; since the great battles. They captured me and imprisoned me in that shimmering cage.

'So the war over the Dreadlord continues to this day. My vows compel me to continue this battle. I am Vala of the Silver Blades and will aid you in this war.'

❑ Journal Entry 64

Mad Dwarf's Ramblings

'Build 'em an arm today, a couple of chests tomorrow. Maybe slam out a few spare eyes. Wizards are queer birds — all skin and bones and glowin' eyes. Always distractin' yah, cacklin' and gigglin'. Iron statues, always more bits and pieces. They do strange things to 'em next door. Never can be sure with wizards. Next thing yah know the statues will be walkin'. Never be too sure...'

❑ Journal Entry 65

Letter in Temple

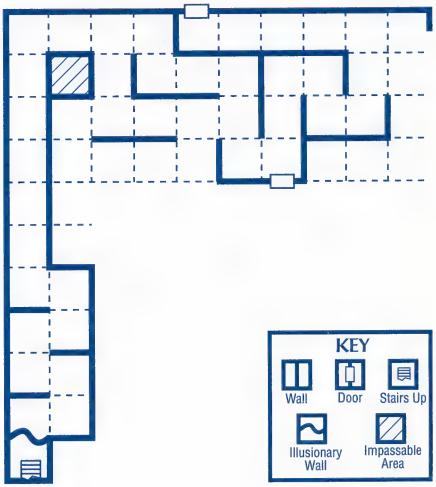
We go into battle today to stop the Dreadlord. I am fearful, but Oswulf is confident. When he speaks I find my courage returns. I hope everyone at home is happy. With any luck I will be home soon.

Your loving son,

Jhaele

❑ Journal Entry 66

Map Retrieved From Storm Giant Leader's Pouch



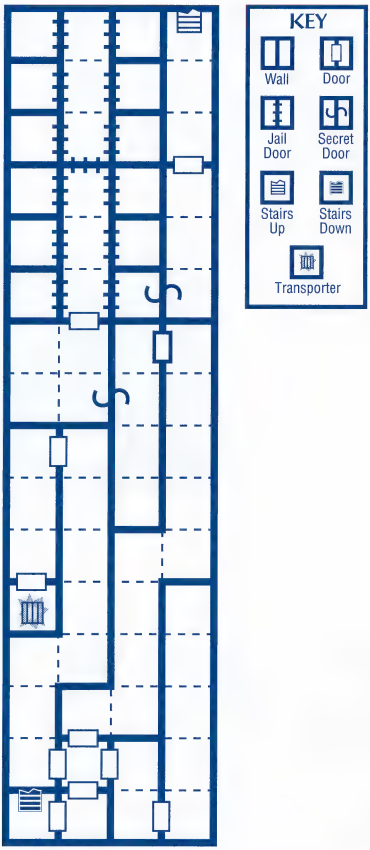
❑ Journal Entry 67

Mad cleric's ramblings

'Questioned the high lord Bane once, you know. Didn't think that the Dreadlord was worthy of his attentions. Questioned that, I did. You know that questions are a burden? Very burdensome for a god. Then came the Silver Blades and I questioned again. Then came the ice and I called out to Bane. In his wisdom he kept my mind from freezing. Let me think about my questions for 300 years, with only ice as far as the eye could see. Can't see very far through ice either. Unmoving for 300 years gives a man pause. Finally I discovered the answer and I sacrificed my mind. Sacrifice is a balm to the gods. Gods inspire the mad. Madness flows from...'

❑ Journal Entry 68

Map of the 8th Level of the Dungeon



❑ Journal Entry 69

Clerk's Letter

My dear Sasha,

I'm sorry to hear that you have concerns about the Black Circle. However, their continued good will is essential. Their control of the Verdigris Mine gives us the gems we need at a reasonable price. As long as these shipments continue, we will not investigate them too closely.

You may tell them that my negotiations with the Red Wizards proceed very well. Some may be on their way even now. Should this turn out as well as I hope, you can count on a position as my personal scribe.

With my strongest felicitations,

Gragnak Ulfrim
Councilor of New Phlan

❑ Journal Entry 70

PRISONER'S TALE.

'The Black Circle has collected us as payment to the driders. In return the driders will help them with some mysterious rite. One stronger prisoner was taken from among us. I believe he is to be a sacrifice. You must seek him out and save him as well.'

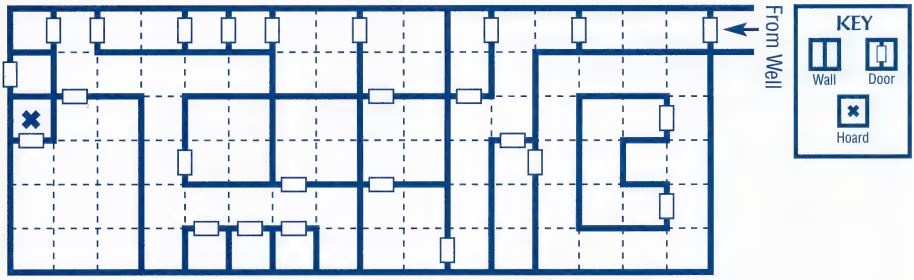
❑ Journal Entry 71

SIGNIFICANCE OF THE AMULET.

'The Amulet of Eldamar will reveal three keys hidden within the dungeon. The keys open the three doors guarding the Dreadlord's Sanctum. Watch for a ghostly radiance that will indicate the presence of a key.'

❑ Journal Entry 72

MAP TO GRIMDRA'S HOARD.



GLOSSARY OF AD&D COMPUTER GAME TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Adventurer. This is a term for one of the characters you play in this game.

Alignment. This is the basic philosophy of a character. See Alignment in the What are Characters? section.

Armor Class (AC). This is a rating of how difficult a target is to damage. The lower the AC number the more difficult it is to hit.

Character. This is another name for one of the persons you play in the game. A party consists of several characters.

Class. This is a character's occupation. For example mage, fighter, or cleric are classes.

Combat Round. Is one turn of a battle. All characters and monsters who are able to fight will get to act at least once per combat round.

Combat Segment. Is one-tenth of a Combat Round. Which combat segment a character or monster acts on in a round is determined by his dexterity and a random number.

Command. A one or two-word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Dice. In the computer AD&D game dice are random numbers. They are refered to by the highest number they can be, for example a d10 can be a value from 1 to 10, a d6 would be from 1 to 6. When a die number is generated it is called a "Roll."

Encounter. This is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter. The act of giving a command to the computer. How this is done varies depending on the computer.

Experience Points (XP). Every encounter the characters have yields experience points for every character depending on how successful the encounter was for the party. A character who gains enough XP can advance a level.

Facing. In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Grimoire (Spell Book). The book a mage carries his spells in. If he doesn't have a magic book, he has no spells to memorize.

Hit Points (HP). This is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all of his hit points, he is unconscious and dying. If his wounds are bound by another party member, he is simply unconscious.

Icon. This is the small picture of a monster or a character seen in the initial stages of an encounter and during combat. Character icons can be altered using the Alter command in the Camp Menu.

Initiative. This is a semi-random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.

Level. This describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

Character Level. This is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High-level spellcasters can cast high-level spells.

Spell Level. Spells come in degrees of difficulty. The higher the level of the spell, the greater the difficulty. Only very experienced magic-users and clerics can learn high-level spells.

Magic. This term covers spellcasting, enchanted items, and any other application of the supernatural.

Melee Combat. This is hand-to-hand combat with weapons such as swords, spears, and fists.

Missile Combat. This is ranged combat with weapons such as bows and arrows, crossbows and quarrels, and slings and slingstones.

Monster. This term actually includes human and other player races as well as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile; some may be helpful. That's what the Parlay command in the Encounter Menu is for.

Multi-Class Characters. Non-human characters may belong to two or three classes at the same time. Such multi-class characters split their experience among all their classes, even if they have reached their racial maximum class.

Non-Player Character (NPC). This is a member of a player race who is not controlled by the player. Some NPCs can be brought into a party.

Party. The group of adventurers you form to perform the missions you are given. A party can be reformed for each adventure, and even altered during the course of an adventure.

Player Character (PC). This is a member of a player race who is controlled by the player. The characters in your adventuring party are PCs.

Race. The species characters may be in the game. For example human, elf or dwarf are races.

Saving Throw. The chance that a character or monster will be uneffected, or only partially effected, by a spell, poison, or similar attack. As characters gain levels their saving throws are more likely to protect them from adverse effects.

Spell. This is a magic incantation that can alter the nature of reality. Magic-users, clerics, and high-level paladins and rangers can cast spells after memorizing them. If the spell is cast, it is gone from the user's mind and must be re-memorized.

THACØ (To Hit Armor Class 0). This is the number that a character must make or exceed to hit an opponent with ACØ.

Appendices

Range of Ability Scores by Race

ABILITY SCORE	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength (Male)	8-18(99)	3-18(75)	6-18(50)	3-18(90)	6-17	3-18(00)
Strength (Female)	8-17	3-16	6-15	3-17	6-14	3-18(50)
Intelligence	3-18	8-18	7-18	4-18	6-18	3-18
Wisdom	3-18	3-18	3-18	3-18	3-17	3-18
Dexterity	3-17	7-19	3-18	6-18	8-18	3-18
Constitution	12-19	6-18	8-18	6-18	10-19	3-18
Charisma	3-16	8-18	3-18	3-18	3-18	3-18

Racial Ability Score Modifiers:

Dwarf	Constitution +1	Charisma -1
Elf	Dexterity +1	Constitution -1
Halfling	Dexterity +1	Strength -1

Minimum/Maximum Ability Score:

(xx) = maximum percentage for an 18 strength (fighters, paladins, and ranger only)

Maximum Level Limits by Race, Class and Prime Requisite

CLASS	ABILITY	DWARF‡	ELF‡	GNOME‡	HALF-ELF‡	HALFLING‡	HUMAN
Cleric	Any	no	no	no	5	no	15*
Fighter	STR 16-	7	5	5	6	4	15*
	STR 17	8	6	5	7	5	15*
	STR 18+	9	7	6	8	no	15*
Paladin	Any	no	no	no	no	no	15*
Ranger	STR 16-	no	no	no	6	no	15*
	STR 17	no	no	no	7	no	15*
	STR 18+	no	no	no	8	no	15*
Magic-User	INT 16-	no	9	no	6	no	15*
	INT 17	no	10	no	7	no	15*
	INT 18	no	11	no	8	no	15*
Thief	Any	18*	18*	18*	18*	18*	18*

no: Characters of this race cannot be of this class.
* : Highest Level Available in Secret of the Silver Blades.
Normal AD&D® game Characters have unlimited level advancement in these classes.

‡Note: Except for thieves, most non-human characters may not advance to as high a level as the game provides for humans.

Strength Table: Ability Adjustments

Ability Score	THAC0 Bonus	Damage Adjustment	Weight Allowance (in Gold Pieces)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	none	-150
8-9	normal	none	normal
10-11	normal	none	normal
12-13	normal	none	+100
14-15	normal	none	+200
16	normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
*18/01-50	+1	+3	+1,000
*18/51-75	+2	+3	+1,250
*18/76-90	+2	+4	+1,500
*18/91-99	+2	+5	+2,000
*18/00	+3	+6	+3,000

*These bonuses available to fighter classes only (Fighter, Paladin, Ranger).

Dexterity Table

Ability Score	Reaction/ Missle Bonus	AC Bonus
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

Constitution Table

Ability Score	Hit Point Adjustment	Resurrection Survival
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%

* Bonus applies only to fighters; all other classes may be given a maximum hit point bonus adjustment for constitution of +2.

Armor and Weapons Permitted by Character Class

CLASS	MAX ARMOR	SHIELD	WEAPONS
Cleric	any	any	club, flail, hammer, mace, staff, staff sling
Fighter	any	any	any
Paladin	any	any	any
Ranger	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one-handed swords, short bow

Fighter, Paladin, Ranger Attacks Per Round

CLASS-LEVEL	ATTACKS/ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	2/1

Money Conversions

COIN TYPE	GOLD EQUIVALENT
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

Spell Parameters List

This is a listing of spells available to player characters as they gain in level. The following are abreviations used in the list:

Cmbt = *Combat only spell*
Camp = *Camp only spell*
Both = *Camp or Combat spell*
T = *Touch Range*
dia = *diameter*
rad = *radius*
All = *All characters in combat*
r = *combat rounds*
t = *turns*
/lvl = *per level of caster*
targets = *aim at each target.*

1st-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	3	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

2nd-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3 targets	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

3rd-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

4th-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Both	T	1	-
Poison	Cmbt	T	1	-
Protection from Evil 10' Radius	Both	T	2 dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	2r/lvl

5th-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Cause Critical Wounds	Cmbt	T	1	-
Dispel Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Slay Living	Cmbt	3	1	-

6th-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Harm	Cmbt	T	1	-
Heal	Both	T	1	-

1st-Level Druidical Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Magic	Both	4	1	12r
Entangle	Cmbt	8	4 dia	1t
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

2nd-Level Druidical Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Barkskin	Both	T	Creature	4r+1r/lvl
Charm Person/Mammal	Cmbt	12	1	-

1st-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	6	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Cmbt	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Cmbt	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

2nd-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	1/lvl	1	5r/lvl
Invisibility	Both	T	1	-
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	T	1+.25/lvl	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Both	T	1	6t/lvl

3rd-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	2/3 rad	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	-
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10' Rad	Both	T	2 dia	2r/lvl
Protection from Good 10' Rad	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

4th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1	-
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

5th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4 targets	1r/lvl

6th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Deathspell	Cmbt	1	.5 /lvl	Instantaneous
Disintegrate	Cmbt	.5/lvl	Special	Permanent
Globe of Invulnerability	Both	0	1	1r/lvl
Stone to Flesh	Both	1/lvl	1	Permanent
Flesh to Stone	Cmbt	1/lvl	1	Permanent

7th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Delayed Blast Fire Ball	Cmbt	10+1/lvl	2r	Special
Mass Invisibility	Both	1/lvl	Special	Special
Power Word, Stun	Cmbt	.5/lvl	1	Special

Weapon List

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Hand	1-6	1-4	1	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Composite Long Bow*	1-6	1-6	2	f
Composite Short Bow*	1-6	1-6	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd+	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Light Crossbow#	1-4	1-4	2	f
Long Bow*	1-6	1-6	2	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Scimitar	1-8	1-8	1	f,th
Short Bow*	1-6	1-6	2	f
Short Sword	1-6	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f

+ Polearm
* Must have ready arrows to fire. Two Attacks per round.
# Must have ready quarrels to fire. One Attack per round.
f=fighter, cl=cleric, th=theif, mu=magic-user

Armor List

Armor Type	Weight in GP.	AC	Maximum Movement*
None	0	10	-
Shield	50	9	-
Leather	150	8	12 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor it's used with.

Table of Experience Per Level

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

Cleric

Level	Experience	Hit Dice	Number of Clerical Spells per Level					
			1	2	3	4	5	6
1	0-1,500	1d8	1					
2	1,5001-3,000	2d8	2					
3	3,001-6,000	3d8	2	1				
4	6,001-13,000	4d8	3	2				
5	13,001-27,000	5d8	3	3	1			
6	27,001-55,000	6d8	3	3	2			
7	55,001-110,000	7d8	3	3	2	1		
8	110,001-225,000	8d8	3	3	3	2	-	-
9	225,001-450,000	9d8	4	4	3	2	1	-
10	450,001-675,000	9d8+2	4	4	3	3	2	-
11	675,001 - 900,000	9d8+4	5	4	4	3	2	1*
12	900,001 - 1,125,000	9d8+6	6	5	5	3	2	2
13	1,125,001 - 1,350,000	9d8+8	6	6	6	4	2	2
14	1,350,001 - 1,575,000	9d8+10	6	6	6	5	3	2
15	1,575,000+	9d8+12	7	7	7	5	4	2

* Usable only by clerics of 17 or greater wisdom

Bonus Spells For Clerics with High Wisdom Ability Score:

CLERIC'S WISDOM	BONUS SPELLS 1	2	3	4	5
9-12	-	-	-	-	-
13	+1	-	-	-	-
14	+2	-	-	-	-
15	+2	+1	-	-	-
16	+2	+2	-	-	-
17	+2	+2	+1	-	-
18	+2	+2	+1	+1	-

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus an 8th-level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS 1	2	3	4	5
8th-Level Cleric with 18 Wisdom	5	5	3	-	-

Magic-User

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGIC-USER SPELLS PER LEVEL 1	2	3	4	5	6	7
1	0-2,500	1d4	1						
2	2,501-5,000	2d4	2						
3	5,001-10,000	3d4	2	1					
4	10,001-22,500	4d4	3	2					
5	22,501-40,000	5d4	4	2	1				
6	40,001-60,000	6d4	4	2	2				
7	60,001-90,000	7d4	4	3	2	1			
8	90,001-135,000	8d4	4	3	3	2	-	-	-
9	135,001-250,000	9d4	4	3	3	2	1	-	-
10	250,001-375,000	10d4	4	4	3	2	2	-	-
11	375,001-750,000	11d4	4	4	4	3	3	-	-
12	750,001 - 1,125,000	11d4+1	4	4	4	4	4	1*	-
13	1,125,001 - 1,500,000	11d4+2	5	5	5	4	4	2	-
14	1,500,001 - 1,875,000	11d4+3	5	5	5	4	4	2	1**
15	1,875,001+	11d4+4	5	5	5	5	5	2	1

*Usable only with 12+ Intelligence

**Usable only with 14+ Intelligence

Ranger

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS PER LEVEL DRUIDIC 1	DRUIDIC 2	MAGIC-USER 1	MAGIC-USER 2
1	0-2,250	2d8	-	-	-	-
2	2,251-4,500	3d8	-	-	-	-
3	4,501-10,000	4d8	-	-	-	-
4	10,001-20,000	5d8	-	-	-	-
5	20,001-40,000	6d8	-	-	-	-
6	40,001-90,000	7d8	-	-	-	-
7	90,001-150,000	8d8	-	-	-	-
8	150,001-225,000	9d8	1	-	-	-
9	225,001-325,000	10d8	1	-	1	-
10	325,001-650,000	11d8	2	-	1	-
11	650,001-975,000	11d8+2	2	-	2	-
12	975,001 - 1,300,000	11d8+4	2	1	2	-
13	1,300,001 - 1,625,000	11d8+6	2	1	2	1
14	1,625,001 - 1,950,000	11d8+8	2	2	2	1
15	1,950,001+	11d8+10	2	2	2	2

Paladin

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL 1	2	3	4
1	0-2,750	1d10	-	-	-	-
2	2,751-5,500	2d10	-	-	-	-
3	5,501-12,000	3d10	-	-	-	-
4	12,001-24,000	4d10	-	-	-	-
5	24,001-45,000	5d10	-	-	-	-
6	45,001-95,000	6d10	-	-	-	-
7	95,001-175,000	7d10	-	-	-	-
8	175,001-350,000	8d10	-	-	-	-
9	350,001-700,000	9d10	1	-	-	-
10	700,001-1,050,000	9d10+3	2	-	-	-
11	1,050,001-1,400,000	9d10+6	2	1	-	-
12	1,400,001 - 1,750,000	9d10+9	2	2	-	-
13	1,750,001 - 2,100,000	9d10+12	2	2	1	-
14	2,100,001 - 2,450,000	9d10+15	3	2	1	-
15	2,450,001+	9d10+18	3	2	1	1

Thief

LEVEL	EXPERIENCE	HIT DICE
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2
12	440,001-660,000	10d6+4
13	660,001-880,000	10d6+6
14	880,001-1,100,000	10d6+8
15	1,100,001-1,320,000	10d6+10
16	1,320,001-1,540,000	10d6+12
17	1,540,001-1,760,000	10d6+14
18	1,760,001+	10d6+16

Fighter

LEVEL	EXPERIENCE	HIT DICE
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12	1,000,001-1,250,000	9d10+9
13	1,250,001 - 1,500,000	9d10+12
14	1,500,001 - 1,750,000	9d10+15
15	1,750,001+	9d10+18

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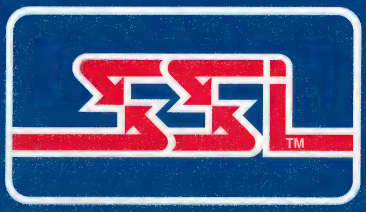

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Secret of the Silver Blades
Macintosh Reference Card

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

SECRET OF THE SILVER BLADES

Game Inventory: This game includes the following;
3 Game Disks (Disk 3 is for Color users ONLY)
1 Rule Book
1 Adventurer's Journal
1 Reference Card

Before Beginning Play: You must make a backup copy of your original disks. Put your original disks away and install or play the game from your copies. Refer to your computer manual for information on how to use Macintosh commands.

NOTE: If you play the game from floppies, Disk 1 must not be write protected or you will not be able to play. If you make copies and play off the floppy drive remember to name the copies EXACTLY the same as the original game disks.

System Requirements: *Secret of the Silver Blades* will run on a Macintosh Plus, SE, SE/30, Classic, LC, IIx, IIsi, IIci, IIcx, or a IIfx with at least 1 megabyte of system memory, 1 floppy drive, and system 6.0.3 or better. Users with system 7.0 will need to have 2 megabytes of system memory due to the requirements of system 7.0. Playing from a hard disk is not required for play in monochrome, however, hard disk installation is available on your game disks. Your hard disk must have at least 2 megabytes of available space to install the game.

NOTE: To play in color, *Secret of the Silver Blades* must be installed to your hard disk. If you are using a 12" color monitor, the game, when loaded, will not be its full size due to some restrictions inherent in this size monitor.

Hard Disk Installation: To install *Secret of the Silver Blades* to your hard disk, use the following steps:

Step 1 — Boot up your Macintosh system.
Step 2 — Create a Folder into which the game will be installed.
Step 3 — Copy all of the game files on Disks 1 and 2 by dragging the file icons to the folder you created on your hard disk. Disk 3 must also be copied to your hard disk if you wish to play in color.

Starting the Game: To play *Secret of the Silver Blades* from your hard disk, boot up your computer, open the folder where the game is currently residing and then double-click on the "*Secret of the Silver Blades*" icon.

If you are playing from floppy disks, simply insert Disk 1 after you have booted up your system, double click on the Disk 1 icon, and then double click on the "Secret" game icon.

Getting Started Quickly: To begin playing right away, a pre-rolled party of adventurers is stored as save game "A" in the save folder (on Disk 1 for floppy users). Choose "Load Saved Game" from the character creation menu and then choose save "A". After the saved game is loaded select "Begin Adventuring" to start your journey. Choose the Encamp command from the Adventure menu and have all of your spell casters memorize spells.

Transferring Characters: Before you can transfer your characters you must make sure that your characters have been **removed** from the party and **updated** on your "*Curse*" save disk by using the "Remove" option on the *Curse of the Azure Bonds* character creation menu. To transfer your characters from *Curse of the Azure Bonds* use the following floppy or hard disk transfer procedure:

Floppy Disk Users: The character files (all files with the extension .guy) must be copied from your *Curse of the Azure Bonds* save folder (on Disk 1) to your *Secret of the Silver Blades* save folder (on Disk 1). See your Macintosh manuals for the steps needed to copy files from one floppy disk to another. Once all of the files have been copied from your Curse save folder to your Secret save folder, load *Secret of the Silver Blades* and from the Character Creation Menu select "Add Character". Select "Curse" from the next menu and then choose the characters you wish to transfer. **Remember that Disk 1 must NOT be write protected or you will not be able to play.**

Hard Disk Users: Hard disk users must copy the character files from their *Curse of the Azure Bonds* save folder to their *Secret of the Silver Blades* save folder by dragging all character file icons (all files with the extension .guy) from the Curse save folder to the Secret save folder. When your Macintosh has finished copying the character files, load up *Secret of the Silver Blades*. From the character creation menu select "Add Character" then choose "Curse" and select the characters you wish to transfer.

Mouse Pointers: The mouse is active throughout the game, and may be used for all input except to answer the Copy Protection question or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword, it is used to select a command or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat, movement, or turning in 3-D mode. It is a crosshair when used to select a possible target location in aiming.

When clicking a mouse button will have no effect, the mouse pointer becomes a shield. The keyboard may be used for all input except for creating characters or designing or modifying the combat picture of a player-character.

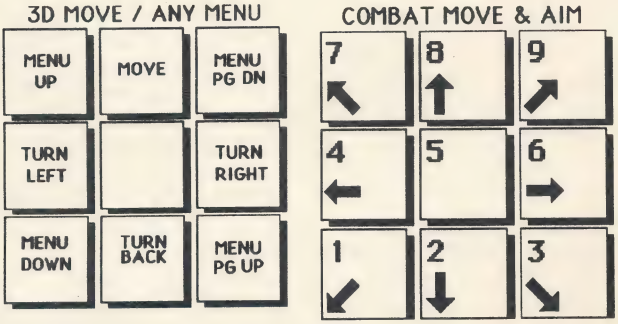
Making Choices: Choices are made in *Secret of the Silver Blades* using command buttons and vertical menus. A command button may be activated by clicking a mouse button while the pointer is on the button or by typing the first letter of the command. An entry in a vertical list may be highlighted by clicking a mouse button while the pointer is on the entry or using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than will fit in the window simultaneously, scroll arrows will appear on the right side of the window to move up and down the list a page at a time. The [Menu PgUp] (9) and [Menu PgDn] (1) keys on the keypad also page up and down a list. Where there is a default command button for a scrolling list (e.g. Select in many menus or Ready in the inventory menu), double-clicking a mouse button will activate the default command. When altering a character's attribute scores, the Character Display acts as a vertical list.

3-D Movement: The mouse may be used to turn back, left, or right, or move forward. The 2, 4, 6 and 8 keys on the numeric keypad have the same effect.

Combat: When moving, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character will move/attack when a mouse button is pressed. The numeric keypad may also be used to move into adjacent spaces as indicated in the diagram. When aiming manually, the mouse pointer becomes a crosshair which is used for selecting any space

visible in the window as a target. Clicking a mouse button on the edge of the window will scroll the viewing area in the direction of the selected edge. The keypad may also be used to select an adjacent space and, if the selected space is off of the edge of the viewing area, the viewing area will scroll to place the selected space at the center.

How To Move Around: In 3D travel the party can move forward, turn right or left, or turn around. In combat you can move in any of eight directions. In combat, the cursor keys default to the Move and Manual Aim commands.



Storing Excess Money and Items: In the town where the game takes place there is a Vault where you may store any excess money or items. To deposit items into the vault, select the option "Deposit", "View" the character's items, highlight the desired item and select "Deposit" located among your other options at the bottom. To deposit a specific amount of money, select the option "Deposit", "View" the character, highlight the appropriate money type, and select the "Deposit" option at the bottom of the screen. To deposit all of your party's money, select the "Deposit" option and then "Pool" your party's money. To withdraw money or items, use the above method but replace the "Deposit" option with the "Withdraw" option.

Scrolls: Scrolls may be "Joined" into bundles. Up to 10 scrolls can be "Joined" into one bundle. To join scrolls together, "View" your character's item, highlight the scroll that you wish to bundle the rest to, and then select the "Join" option.

Tips on Successful Combat: The following are useful tips while fighting in *Secret of the Silver Blades.*

Identify enemy spell casters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells.

Concentrate your attacks; it is normally better to eliminate one monster than to wound two. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells such as Magic Missile, Stinking Cloud, Fireball, Cone of Cold, and Cloudkill. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

Some spells have special effects that make them especially useful. Stinking Cloud lasts for several rounds and can be used to protect flanks, channel enemy attacks, and to make monsters helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning Bolts can bounce off walls and attack one target twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' Radius, and Haste. You can also prepare for a fight with magic items such as a Girdle of Giant Strength, Potions of Invisibility or Boots of Speed. Cast the spells and use the items just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Differences In the Macintosh Version: The Macintosh version of *Secret of the Silver Blades* is slightly different than the rules. These differences include:

The "**Load**" option has been added to your choices in the "Encamp" menu. This will allow you to load a saved game at any point in the game. You no longer have to go to town to load a saved game if things do not turn out well after a fight, nor do you have to reboot your system.

While moving in combat the ESC key and UNDO button will 'take back' your current move, but any damage you have taken during the move will not be erased.

You may maintain up to 10 saved games on a disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save.

Command Q: Sets all characters to Quick (computer control).
[Spacebar]: Removes all characters from "Quick" control.
Command M: Toggles magic spells on/off for characters set to Quick.
Command S: Toggles sound on and off (may be used at any time).
Command T: Toggles music on and off (may be used at any time).

Characters set to "Quick" will use readied magic items. Characters set to "Quick" with readied arrows or a sling will use ranged attacks if no enemy is adjacent.

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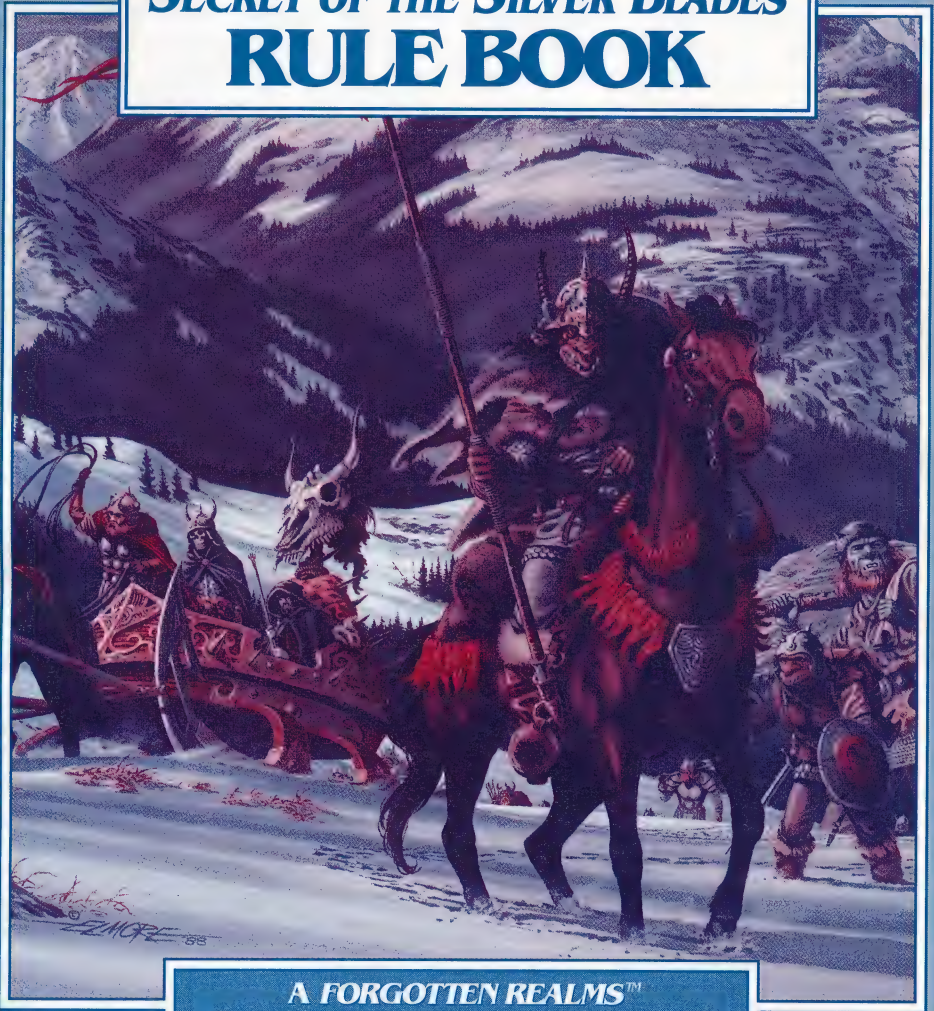
Advanced Dungeons & Dragons®

COMPUTER PRODUCT

SECRET OF THE SILVER BLADES

RULE BOOK



A *FORGOTTEN REALMS*™
Fantasy Role-Playing Epic, Vol. III

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WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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APPLE II AND IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on Apple II and IBM compatible computers. Most of our games will work on an Apple IIGS in the Apple II emulation mode.

If you own an Apple IIGS, Apple compatable or IBM compatible computer we suggest that you consult with our Technical Support Staff at (408) 737-6850 any workday between the hours of 11 a.m. and 5 p.m., Pacific Time, to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS® computer product, SECRET OF THE SILVER BLADES, a FORGOTTEN REALMS™ fantasy role-playing epic. This game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

The people of New Verdigris have uncovered an ancient evil that threatens to close forever the mine that is their livelihood. In desperation the miners gathered up the whole of their treasury and sacrificed it to the Well of Knowledge, beseeching the ancient artifact to send them heroes to combat the monsters — your party of adventurers are those heroes.

When you regain your senses after being brought to the Well of Knowledge, the mayor of New Verdigris explains that the mining town is desperate for heroes to save it from the evil that has been unearthed. The mayor will give you several magical items and money to purchase equipment. You should distribute the items to the members of your party and then go into the town to finish outfitting your adventurers.

Outfit each character with appropriate weapons and armor. After supplying your characters with weapons and armor, the party is ready to begin adventuring.

Your Game Box Should Contain

- Disks
- Rule Book
- Adventurer's Journal
- Data Card

This rule book is designed to explain all your options and guide you through playing the game. If you are not familiar with the ADVANCED DUNGEONS & DRAGONS game system, you will find helpful information about how things work in the Adventurer's Journal.

The **Adventurer's Journal** contains a variety of information including details about character classes, magic, combat and an introduction to the adventure story. The Journal also includes the maps, information, rumors, and stories that you will need to play the game. As you play the game you will discover for yourself which of the tales you hear are fact and which are fiction.

The **Data Card** explains how to start the game and select items and menu options with your specific computer. It tells you how to transfer characters to SECRET OF THE SILVER BLADES from the fantasy role-playing game, CURSE OF THE AZURE BONDS. It also shows how to get right into the game without having to read through the rules.

Transferring Characters from Curse of the Azure Bonds

SECRET OF THE SILVER BLADES will accept characters which were created and played in CURSE OF THE AZURE BONDS. To transfer characters, use the REMOVE CHARACTER FROM PARTY command in the Party Creation Menu to take characters from their adventuring parties, then use the ADD CHARACTER TO PARTY command to put them in a SECRET OF THE SILVER BLADES party.

Before You Play

There is no copy protection on your SECRET OF THE SILVER BLADES disks, so please make back-up copies and put the originals away for safe-keeping. When you start the game, you will be asked to answer a verification question from this rule book or the Adventurer's Journal before you can play. Turn to the page as indicated for either this rule book or the Adventurer's Journal, find the indicated word, type it in and press the Return or Enter key.

Getting Started Quickly

SECRET OF THE SILVER BLADES comes with a ready-made party that allows you to begin adventuring immediately. Use the instructions on the Data Card to load the

saved game that has been provided and begin playing. Use these rules to answer any questions during play.

Using Menus

All commands are menu based, and the concept of the active character is central to the game. Outside of combat the active character's name is highlighted on the display. During combat the active character is surrounded with a cursor at the start of his combat segment.

During combat the active character is chosen automatically according to a character's initiative and random factors. Other times the active character may be selected by you before choosing any commands.

If a command affects the whole party, just select the command. If the command affects one character, make that character active and then choose the command.

Example: To look at a character's items, select that character, choose the VIEW command, and then choose the ITEMS command. The computer displays a list of that character's items and their readied status.

Menus are displayed either vertically or horizontally.

Vertical menus select the character, item, or spell to be acted upon. If there are more choices than will fit on the screen at one time, use the NEXT and PREV commands to view the additional selections.

Example: When purchasing items, selections are made from a vertical menu list of equipment.

Horizontal menus list what that character can do or what can be done to the character. In the rules, menus are shown with all of their options. In some cases, options will not be available every time a menu appears.

Example:

Treasure Menu
VIEW TAKE POOL SHARE DETECT EXIT

The options TAKE and SHARE will only appear if there is treasure to take. The option DETECT will only appear if there is treasure and the active character has a Detect Magic spell available.

The rule book only lists the general menus. With many encounters special menus will appear that indicate available options.

Beginning to Play

To begin playing the game you must load a saved game or generate characters and band them together into a party. This first menu gives you the initial options:

CREATE NEW CHARACTER
ADD CHARACTER TO PARTY
LOAD SAVED GAME
INITIALIZE MOUSE/JOYSTICK (Some computer systems)
EXIT TO DOS (Some computer systems)

CREATE NEW CHARACTER is used to build a character. Detailed information about characters, races, classes and so on is available in the Journal. This command displays the following menus to define the character.

- **PICK RACE** lists six races a player-character can be in the Forgotten Realms.
- **PICK GENDER** lists the sex the character can be. Gender affects the character's maximum strength.
- **PICK CLASS** lists the class or classes the character is qualified for based on race.
- **PICK ALIGNMENT** lists all the possible alignments for the character based on character class.

The computer randomly generates the character's ability scores. If you are not happy with the character's scores you may roll them again. Remember that you can use the MODIFY CHARACTER command on the Party Creation/Hall Menu to change the character's ability scores and hitpoints (HP) after the character has been generated.

- **NAME CHARACTER** provides a 15 letter space to type in the character's name. This name will be automatically saved to disk. On some computer systems the character is named after the abilities scores are generated.
- **SELECT COMBAT ICON** allows you to design the shape that will represent the character in combat. Customize this icon to represent the character's favorite weapon, armor, and colors. Different computers and graphic adapters have different capabilities; experiment to create the best icon for each character. The combat icon may be altered during the game to reflect new armor or weapons using the ALTER command from the Encampment Menu. On some computer systems the character will be saved after the combat icon is finished.
- **EXIT** from any of the character creation menus will display the Party Creation Menu.

ADD CHARACTER TO PARTY allows you to add characters to the party from the saved game disk. A party is a group of characters composed of up to six player characters (called PCs) and up to two non-player characters (called NPCs). A party should have a balanced mix of characters with different classes. For more information about building parties see the Journal. You will also need to indicate the last game the character adventured in.

From Where Menu

FROM WHERE: SECRET CURSE EXIT

SECRET adds a character that was generated in SECRET OF THE SILVER BLADES or last adventured there.

CURSE adds a character that last adventured in CURSE OF THE AZURE BONDS.

LOAD SAVED GAME permits you to resume a game that has been previously saved. The saved game provided with SECRET OF THE SILVER BLADES can also be loaded.

INITIALIZE MOUSE/JOYSTICK sets up the joystick or mouse. This option is only available on some computer systems.

EXIT TO DOS ends play. This option is only available on some computer systems.

Modifying Characters and Parties

The Party Creation/Hall Menu shows the characters currently in your party and lists the commands for creating and modifying the party. Not all of the options will be available at all times.

PARTY CREATION/HALL MENU

CREATE NEW CHARACTER
DROP CHARACTER
MODIFY CHARACTER
TRAIN CHARACTER (Hall only)
HUMAN CHANGE CLASS (Hall only)
VIEW CHARACTER
ADD CHARACTER TO PARTY
REMOVE CHARACTER FROM PARTY
LOAD SAVED GAME
SAVE CURRENT GAME
BEGIN ADVENTURING
EXIT TO DOS (Some computer systems)

DROP CHARACTER eliminates a character from the party and erases him from the saved game disk. A dropped character may not be recovered.

MODIFY CHARACTER can change the character's ability scores and HP. Use MODIFY CHARACTER to change a character generated in SECRET OF THE SILVER BLADES to match a favorite AD&D® game character. A character cannot be modified once he has begun adventuring.

TRAIN CHARACTER (from Hall Menu only) increases a character's level when he has gained enough experience points (XP). Choose the character to train and if he has sufficient XP he will be able to advance one level. If a character has gained enough XP to advance more than one level, he will advance one level and then lose all XP in excess of one point below that required for advancement to the next level. See the section on Experience Points in the Journal for an example.

Advancing in levels takes no game time. When magic-users advance, they may add a spell to their grimoire (spell book). See the Maximum Level Limits by Race, Class, and Prime Requisite chart in the Journal for level limits. There is no charge for training characters.

HUMAN CHANGE CLASS allows human characters to become a dual class character. Dual class characters lose the advantages of their first class until they exceed that level in the new class. For more information about dual class characters, look under Character Classes in the Adventurer's Journal.

VIEW CHARACTER displays a character. For more information see the Viewing Characters section.

REMOVE CHARACTER FROM PARTY transfers a character from the party to the saved game disk.

SAVE CURRENT GAME stores the current game to the saved game disk or directory.

BEGIN ADVENTURING starts the game.

Non-Player Characters (NPCs)

During the game the party will encounter non-player characters (NPCs). They may talk to the party, attack or even offer to join the party. There are two kinds of NPCs: those who volunteer to join the party and those who will only give information or fight the party. NPCs that join the party are treated like player characters with a few differences. The computer commands NPCs in battle. They have morale. If things are going badly for the party, NPCs may run. Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the TRADE command on the Items Menu to take his items. Only two NPCs at a time may join the party and they may take a share of all treasures found.

Viewing Characters

The VIEW command displays the character summary screen.

Characters have no money at the start of the adventure, although the Mayor of New Verdigris will give the party some to help outfit them. The party will accumulate wealth, in the form of gems, jewelry, and coins as they go. The value of gems and jewelry varies, and can only be determined by having the items appraised. Coins always have the same values. Platinum coins are the most valuable while gold and copper are more common. The relative value of each kind of coin is:

1 platinum piece (pp) = 5 gold pieces (gp) = 10 electrum pieces (ep) = 100 silver pieces (sp) = 1000 copper pieces (cp)

Encumbrance is the total weight the character is carrying.

Combat Movement is how many squares a character can move during a combat segment. This is based on his readied armor, strength, and total encumbrance.

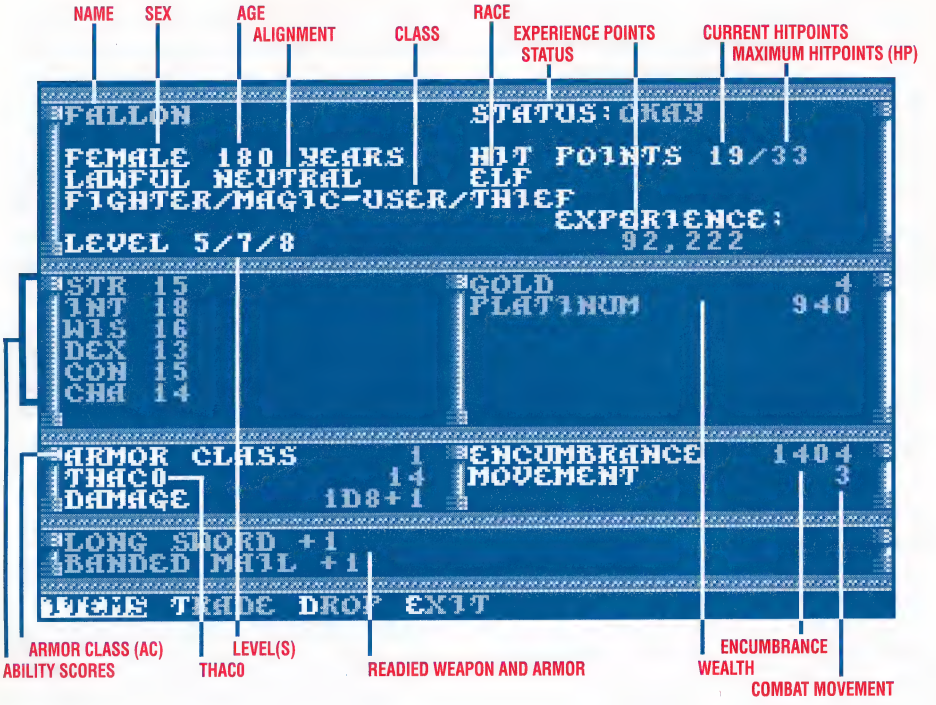
Character Status

OKAY status means that the character has positive HP and can move and fight normally.

UNCONSCIOUS status means that the character has exactly 0 HP. He cannot move or fight, but is in no danger of dying.

DEAD status means that the character has died. Non-elf characters have a chance of being resurrected with a Raise Dead spell. The character's chance of being resurrected is influenced by his constitution. See the Constitution Chart in the Journal.

STONED status means that the character has been turned to stone. The character can be returned to normal with a Stone to Flesh spell, which is available at the temple in New Verdigris. Magic-users may also get Stone to Flesh spells if they are of high enough level.



FLED status means that the character fled from the previous battle. After the battle he will rejoin the party.

GONE status means that the character has been totally destroyed. Nothing can bring the character back to life.

From the View Menu several options are available to inspect the active character. Not all of these commands are available at all times.

View Menu

ITEMS SPELLS TRADE DROP HEAL CURE EXIT

ITEMS will show all the equipment the character is carrying. Items preceded by a YES are ready for use. Not all commands in the Items Menu are always available.

Items Menu

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

- **READY** is used to change the status of a weapon, armor, or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow quarrels are assumed to be in a quiver and can be readied at all times. Some items will take both hands when readied (bows, quarter staffs, etc.), some take only one (long swords, wands, etc.) and others take no hands (rings, armor, etc). On some systems there are items that can only be readied or unreadied while in either camp or combat.
- **USE** activates an item. If you are using an item in combat, the Aim Menu will appear if the item can be targeted. See the Combat section for details about the Aim Menu.

- **TRADE** is used to transfer an item from one character to another. Choose the character to trade to and then choose the item or items to trade. Remember that a conscious NPC will not give up an item once he has it.
- **DROP** permanently removes items from a character. Dropped items may not be recovered.
- **HALVE** will divide a bundle of some item into two bundles. For example, halve would turn one bundle of 42 Arrows into two groups of 21 Arrows each. This is handy for dividing items to distribute among party members.
- **JOIN** combines all similar items into one line. No more than 255 similar items can be joined on one line. Some items, such as potions, cannot be joined.
- **SELL** is described under the Armoury Menu.
- **ID** is described under the Armoury Menu.
- **SPELLS** is a listing of the spells a character has memorized and can cast.
- **TRADE** is used to transfer money, gems, and jewelry from one character to another. Indicate which character is to receive, and then indicate what and how much is traded to the other character.
- **DROP** permanently removes money from a character. Dropped money may not be recovered.

HEAL is an ability of paladins. Paladins may heal two HP (per level) of damage a day. Select the HEAL command and then select the character to be healed. This command is only displayed when a paladin has a heal available.

CURE is another ability of paladins. A paladin may perform one Cure Disease per week at levels 1-5, two cures a week at levels 6-10, and three cures a week at levels 11-15. This option is only displayed if the paladin has a cure available.

ADVENTURING

After setting up your party and reading the background information in the Adventurer's Journal, it is time to head for adventure, fame, and glory. During your adventuring the party will engage in fierce battles, find treasures, and sometimes have to stop, recuperate, and memorize spells for future use.

Display Screens and Points of View

SECRET OF THE SILVER BLADES uses three different points of view: 3-D, area, and combat.

3-D appears in town, underground and so on. This view appears at the top left of your screen and shows the surrounding area from the party's perspective. Rotate the party's facing and move using the directional controls. The direction controls for your computer are described on the Data Card.

Area provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the AREA command from the Adventure Menu. This view is not available in all regions.

In the area display a cursor shows the party's position. On some computer systems, the cursor is an arrow that indicates current party facing. On some computer systems you may move around while in the area view, on others this view is only to help you get your bearings.

To the right of the point of view window, in either 3-D or Area, are the map coordinates, current time, facing direction (N, S, W, E) and what the party is doing (searching, camping, etc).

COMBAT view occurs automatically whenever the party engages in battle. The combat screen is a detailed view of the area the party was in when the encounter began.

Adventuring Options

The following menus control most adventuring options:

Adventure Menu

MOVE AREA CAST VIEW ENCAMP SEARCH LOOK

MOVE is used to change the party's facing or to move forward. The party can turn right or left, turn around, or move forward. Normally, each move forward takes one minute of game time. If the party has Search on, each move takes ten minutes. Refer to the Data Card for computer-specific movement information. Select EXIT to return to the Adventure Menu.

AREA toggles between the area and 3-D view. In many regions this command may not be available.

CAST displays the Cast Menu if the active character is a spell-caster. See the Magic section for more information. Some spells only have an effect in combat.

VIEW displays the character screen and the View Menu.

ENCAMP displays the Encamp Menu. See the Encamp section for a description of the available commands.

SEARCH toggles searching on and off. A party moving with Search off is moving at a normal rate of one minute per move. With Search on the party takes 10 minutes per move because they are checking for secret doors, traps, etc. When a party has Search on, SEARCH will be displayed on the screen to the right of the point of view window. Because the party is moving very slowly with Search on, the chance for random encounters is greatly increased.

LOOK is used to search an individual square. A LOOK command acts as if the party moved into the current square with Search on.

Encamp

The Encamp Menu includes options like saving the game, resting to heal and memorize spells, and changing items such as game speed or party order.

Encamp Menu

SAVE VIEW MAGIC REST ALTER FIX EXIT

SAVE stores the characters and current game to the saved game disk or directory. Saved games may be loaded either from the first menu or from the Party Creation/Hall Menu. Save often — especially after surviving really tough encounters. See your Data Card for computer-specific saving instructions.

VIEW displays the View Menu and the character screen of the active character.

MAGIC is a very important part of SECRET OF THE SILVER BLADES and is described under its own heading.

REST allows characters to memorize spells and to heal naturally. Characters catch their normal sleep without having to encamp. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected from the MEMORIZE command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one HP. Rest can be interrupted by encounters. If possible find safe places to take long rests, such as the Mayor's residence in New Verdigris or places that you are told are safe during the game.

Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

- **REST** begins the resting process. Unless interrupted, the party will rest for the indicated time.
- **DAYS, HOURS, MINUTES** selects the unit of time to be changed by the ADD and SUBTRACT options. This option is not available on all computer systems.
- **ADD, SUBTRACT** increases or decreases the time that the party will attempt to rest. Decreasing the time may not allow spell-casters to memorize all of their spells.
- **ALTER** is used to change the characters in the party and the parameters of the game. The Alter Menu includes:

Alter Menu

ORDER DROP SPEED ICON PICS LEVEL EXIT

ORDER changes how the characters are listed on the screen and how they are deployed in combat. Characters at the top of the list tend to be at the front line in combat.

DROP eliminates a character from the party and erases him from the saved game disk. A dropped character is gone forever and may not be recovered.

SPEED controls the rate at which messages are printed on the screen. If the game is running too slowly, use the FASTER command to speed up the displays.

Speed Menu

SLOWER FASTER EXIT

- **ICON** is used to change a character's combat icon.

Pics Menu

ANIMATIONS ON/OFF EXIT

- **ANIMATIONS ON/OFF** toggles the animation of the close-up pictures on and off. Turning the animation off speeds up the game. This command is not available on some computers.

LEVEL permits you to adjust combat difficulty. After choosing LEVEL, you will see the following menu:

Level Menu

NOVICE SQUIRE VETERAN ADEPT CHAMPION EXIT

The game is preset at the Veteran level. This is the level at which we consider the game to be "balanced." To make the combat encounters easier, choose either the Novice (easiest) or Squire level. To make the combat more difficult, choose either the Adept or Champion (hardest) level.

When you choose to make the game more difficult, you are rewarded by receiving more experience points from your combat encounter. When you choose to make the game easier, you are penalized by receiving fewer experience points from your combat encounter.

Receiving less experience points will slow the rate at which your characters advance levels. Advancing at a slower rate will give you less powerful characters which, in the long run, may more than offset the benefits of playing at an "easy" level.

FIX is used to heal many wounded characters with a single command. All characters with first level clerical spells will memorize as many Cure Light Wounds as they can, cast them on the party, and then rememorize their previous spells automatically. FIX takes game time and may be interrupted by an encounter. FIX will not return HP to diseased characters, a Cure Disease spell must first be cast upon them.

Magic

To get the Magic Menu options, the active character must be able to cast spells. Spell-casters can get a list of their memorized spells from the CAST option of the Magic Menu or from the SPELLS option of the View Menu. They can get a list of their spells on scrolls from the SCRIBE option of the Magic Menu.

Magic Menu

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

CAST displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell. Once a spell is cast it is gone from memory until it is memorized again. Some spells only have an effect when cast during combat and others may only be cast while encamped.

MEMORIZE displays the Memorize Menu, the character's grimoire of spells or clerical spell list, and how many spells of each level the spell-caster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to actually memorize the spells.

Remember that a spell-caster can have the same spell memorized multiple times.

Memorize Menu

MEMORIZE NEXT PREV EXIT

- **MEMORIZE** selects a spell to be memorized. A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his mind. After selecting the spells to memorize, the computer will verify your choices.

SCRIBE displays the Scribe Menu and a list of all of the spells on magic-user scrolls. Before spells can be scribed, they must either be identified at the armoury or temple, or the magic-user must have cast Read Magic on them. Indicate any spells to be scribed into the character's spell book. Once all characters have indicated the spells they want to scribe, choose the REST command to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell.

Scribe Menu

SCRIBE NEXT PREV EXIT

DISPLAY lists the magic that currently affects the party. This includes spells like Bless or Invisibility plus effects like disease. This is an important command because diseased characters will not regain HP until they have a Cure Disease spell cast on them.

REST displays the Rest Menu referred to in the Encamp section.

Remember: A character's spells are not memorized until he has rested the necessary time.

SPELLS are defined by who can cast them (cleric, magic-user, or ranger), when they can be cast, and their range, duration, area of effect, and, of course, their actual effect. The Spell Parameters List in the Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as Find Traps), remember that one round equals one minute of game time (one normal move) and one turn equals ten minutes of game time (ten normal moves). For more information about magic and the effects of spells look in the Journal.

CIVILIZATION

The mining town of New Verdigris will provide many valuable services and supplies for the adventurer. In the town you will find: an armoury, hall, temple, bar, and the mayor's and mage's residences.

The Mayor's residence is a good place to rest and gather information. He will inform you of anything the people of New Verdigris have learned since your last visit. Whenever the party is in town, the mayor will provide a safe place to rest and memorize spells. While staying with the mayor, the party may safely encamp to memorize spells and regain HP.

The Armoury provides a place to buy and sell equipment using the Armoury Menu.

Armoury Menu

BUY VIEW TAKE POOL SHARE APPRAISE EXIT

BUY displays the items available in the armoury. Select the items that the active character will buy.

VIEW displays the character screen with the SELL and ID commands available in the Items Menu.

- **SELL** causes the armourer to make an offer on the highlighted item. Sold items may not be recovered.
- **ID** is used to identify an item. The armoury charges 100 gold pieces for the service.

TAKE is used to pick up coins from the party's money pool. Indicate the type and amount of coins, gems, or jewelry to take.

POOL places all of the party members' coins, gems, and jewelry into a pool which any member may use to make purchases. Use the TAKE or SHARE commands to pick up coins, gems and jewelry from the money pool.

SHARE picks up everything from the pool and distributes even shares among the party.

APPRAISE is available at the armoury, temple, or mage's house to find the monetary value of any gems or jewelry the character has. Choose a gem or item of jewelry and an appraisal and purchase offer will be made. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list.

The Mage's house is where you go to purchase magic items. The options that appear are similar to those in the Armoury Menu.

The Hall is where the characters can advance levels. Here you can modify the party using the Party Creation/Hall Menu.

The Temple offers healing spells and performs other clerical services. The commands on the Temple Menu are the same as those on the Armoury Menu with the addition of the HEAL command.

Temple Menu

HEAL VIEW TAKE POOL SHARE APPRAISE EXIT

HEAL displays a list of the temple's healing spells. Select the character on whom to cast the spell, and then the spell to be cast. There is no cost for any of the temple services.

The Bar is a rowdy place full of gossip, stories, and information. Buy a round of drinks and listen to the stories.

The Vault will store money and equipment for you. You may also convert platinum pieces into gems. One hundred platinum pieces will buy you one gem. There is no charge for this service.

Vault Menu

DEPOSIT WITHDRAW TRADE EXIT

DEPOSIT will enable you to deposit money and items. See your data card for details.

WITHDRAW will enable you to withdraw money and items from the vault. See your data card for details.

TRADE asks how many platinum pieces you wish to trade for gems. You may only select multiples of 100 platinum pieces.

EXIT returns you to the street outside the vault.

The Old Man in New Verdigris is a valuable source of information and clues. All you have to do is find him.

The Well of Knowledge is another valuable resource to the player. This powerful magic place is where the people of New Verdigris wished for warriors (you) to combat the menace of evil. The well will also answer queries you may have about your adventure. To gain information from the well you will need to feed it with 100 gems before gaining information.

The location of the Well is on the map of the New Verdigris area found in the Journal.

ENCOUNTERS

When a party comes across monsters or NPCs, an encounter occurs. If the party attacks immediately it may receive a bonus to its initiative in combat. If the monsters surprise the party, the monsters can attack immediately and get a bonus to their initiative in combat. If the monsters do not attack immediately, the party can react by choosing from an Encounter Menu. Encounter menus vary and they list options for new situations.

Sample Encounter Menu

COMBAT WAIT FLEE ADVANCE/PARLAY

In this menu you have opportunities to fight immediately, wait and see, run away, or try and talk.

Combat

In combat the computer chooses the active character. Characters with higher dexterity will tend to go before characters with lower dexterity. A character may hold his action

until later with the DELAY command. There is a more detailed description of combat in the Journal.

The active character will be centered on the screen at the start of his combat segment. The active character's name, HP, AC, and current weapon are displayed. The Combat Menu lists the character's options.

Combat Menu

MOVE VIEW AIM USE CAST TURN QUICK DONE

MOVE allows a character to move. Attack by moving the character into an enemy's square. If the character moves away from an adjacent enemy, the enemy gets a free attack at the character's back.

VIEW displays the character screen and View Menu. The USE command appears on the Items Menu to permit items such as a wands to be used in combat.

AIM allows weapons or spells to be targeted. When aiming a ranged weapon, the range to the target will be displayed above the menu bar on some systems. If a character moves adjacent to an enemy, and has no more movement remaining, the AIM command can be used to attack with a melee weapon (sword, mace, etc). The AIM command can also be used to survey the condition of your party and enemies. As you move the aim cursor over a character or monster, information about him will be displayed on the right of your screen.

Aim Menu

NEXT PREV MANUAL TARGET CENTER EXIT

- **NEXT** is used to look at all possible targets, starting with the closest target and then going to the next farthest and so on. NEXT and PREV only indicate targets in the character's line of sight.
- **PREV** (Previous) is the opposite of the NEXT command. Use this command to look at the possible targets starting with the farthest target and working back toward the character. This command is most often used to select a target for a missile or magic attack.
- **MANUAL** permits the player to aim anywhere on the map. Only targets in the character's line of sight can actually be fired at.
- **TARGET** is used to fire a missile or spell at the enemy where the cursor is currently located. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc). If this option is not displayed the target is out of range, not in line of sight, invisible or under the effect of a Blink spell.
- **CENTER** will center the screen around the cursor. This is helpful when targeting manually. This option is not available on all computer systems.

USE allows a character to activate an item without having to go through the View Menu. Items such as scrolls and wands may then be targeted with the Aim Menu.

CAST is only available to spell-casters when they have spells available. The spell-caster selects from the list of available spells and then targets with the Aim Menu. If the character has been hit recently his concentration may be broken and the CAST option will not appear.

TURN is a clerical power that attempts to destroy undead monsters or drive them away from the party. This will not affect the more powerful undead types, and has no effect on any other kind of monster.

QUICK turns control of the character over to the computer. See the Data Card for instructions on how to regain manual control of a character. Under computer control, a fighting character with a readied missile weapon will tend to hang back and attack from a distance. If the character has no readied missile weapon, he will ready a melee weapon and charge. Single class magic-users will fire missile weapons and cast spells if magic is turned on (see your Data

Card for details). They will never rush into close combat, even if all of their missile attacks are expended.

Characters will remain under computer control for all subsequent combats until manual control is again selected. When a spell-caster character is on quick, you may toggle his spell casting on and off — consult your Data Card for instructions on how to do this on your computer.

DONE brings up the following menu.

Done Menu

GUARD DELAY QUIT BANDAGE AUTO SPEED EXIT

- **GUARD** sets a character to stand and attack the first enemy that moves adjacent. GUARD is only an option if a character is armed with a melee weapon.
- **DELAY** causes the character to hold his turn until after the other characters and monsters have acted.
- **QUIT** ends a character's turn.
- **BANDAGE** only appears if a party member is bleeding to death. The BANDAGE command will stop the bleeding and keep the character from dying.
- **SPEED** changes the game speed and is described under the ALTER command in the Encamp Menu.

Combat

When combat is over you will see how much XP each character receives and then the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Temple and Armoury Menus.

Treasure Menu

VIEW TAKE POOL SHARE DETECT EXIT

VIEW displays the character screen and View Menu.

TAKE permits the active character to pick up treasure from defeated monsters. This will only appear if the monsters had a treasure or the party has pooled its funds. A character carrying a large number of coins and heavy equipment can be slowed in combat.

Take Menu

ITEMS MONEY EXIT

- **ITEMS** lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are poor quality and not worth taking.
- **MONEY** displays the number and type of coins, gems, and jewelry in the treasure. Indicate the type then number of items the active character takes.

POOL drops all of the party members' coins into the treasure. Use the TAKE or SHARE command to pick up coins from the treasure.

SHARE picks up the money treasure, divides it into shares, and distributes it among the party.

DETECT casts a Detect Magic spell from the current active character. Magic items in the treasure will be marked with a '+' or an '*'. This option will only appear if the active character has a Detect Magic spell available.

EXIT leaves the scene of the battle. If any treasure remains, the option to return to the Treasure Menu is displayed.

Questions or Problems?

Our main business number is (408) 737-6800. If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. If you need hints, call our Hint Line at (408) 737-6810. Recorded hints are available 24 hours a day, 7 days a week. If you don't hear the information you need, please write to us at Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA. 94086 (include a stamped self-addressed envelope for quick reply).

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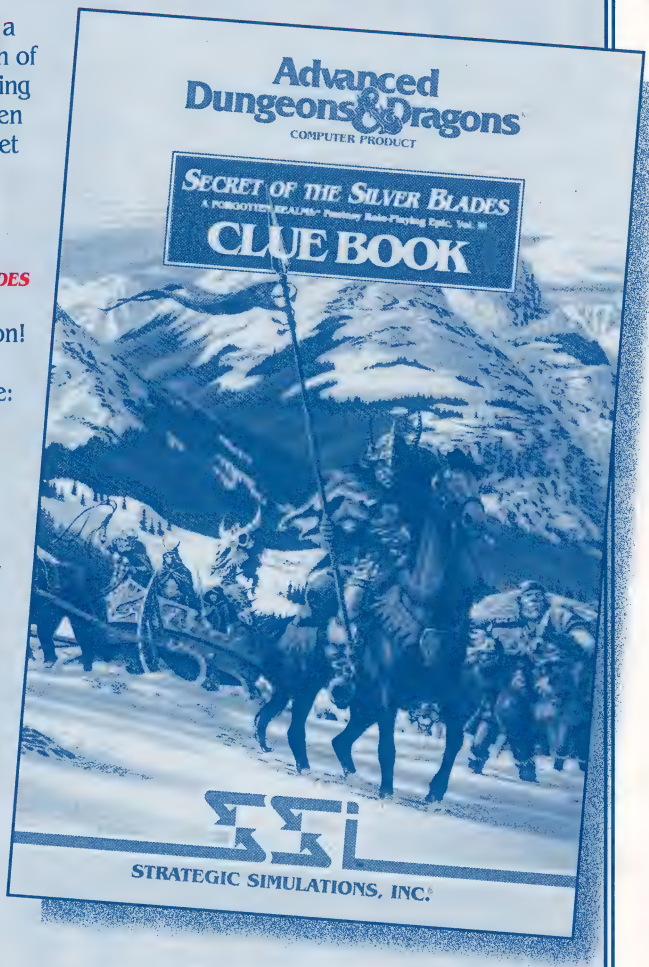

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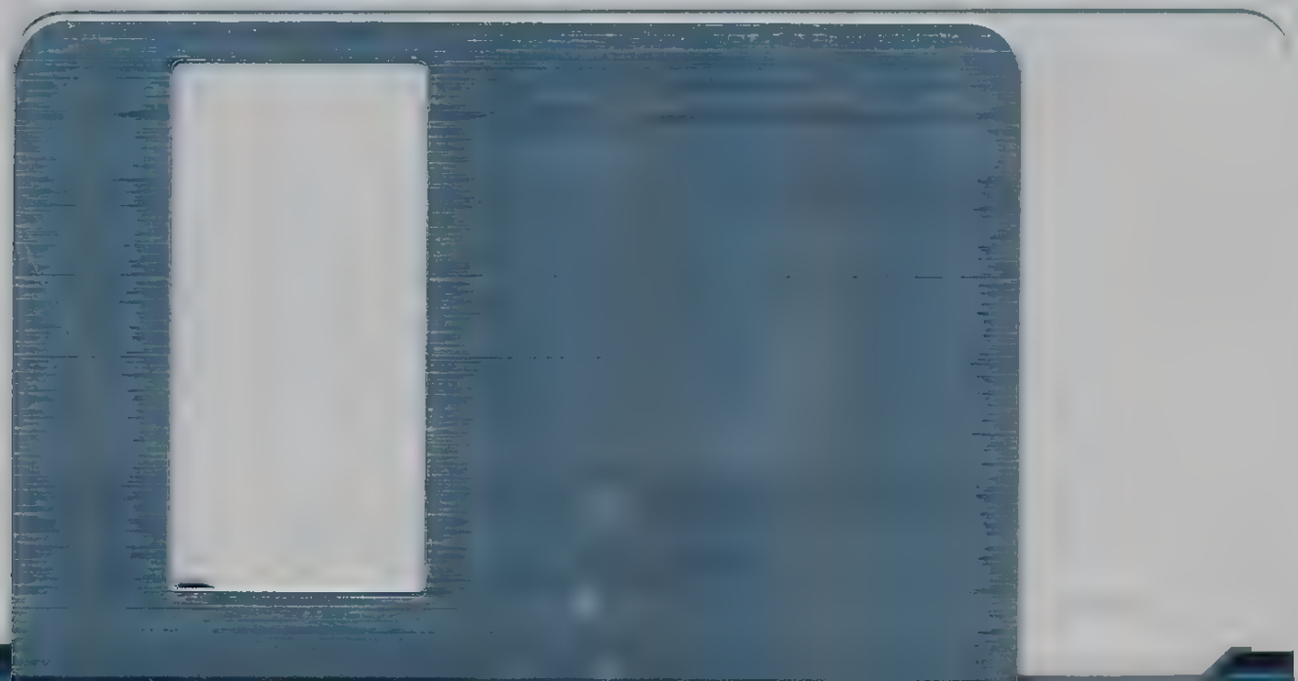

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SECRET OF THE SILVER BLADES

DISK 2

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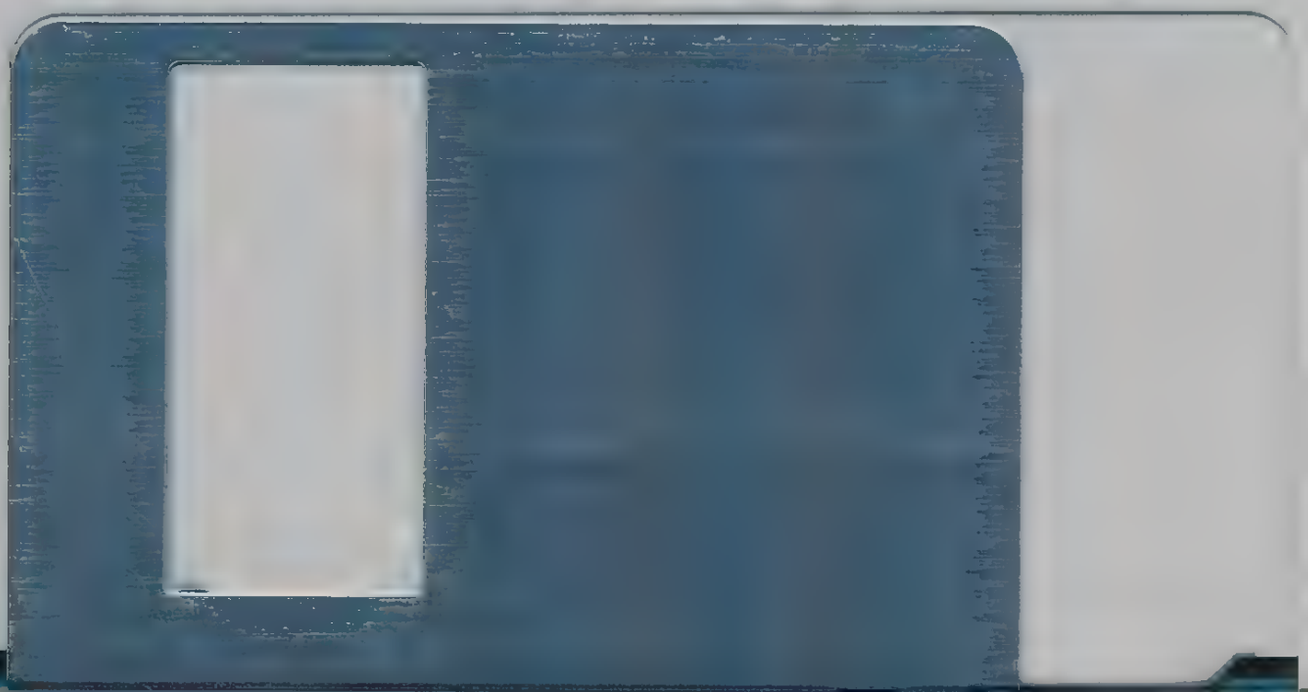

MACINTOSH®

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

SECRET OF THE SILVER BLADES

DISK 3

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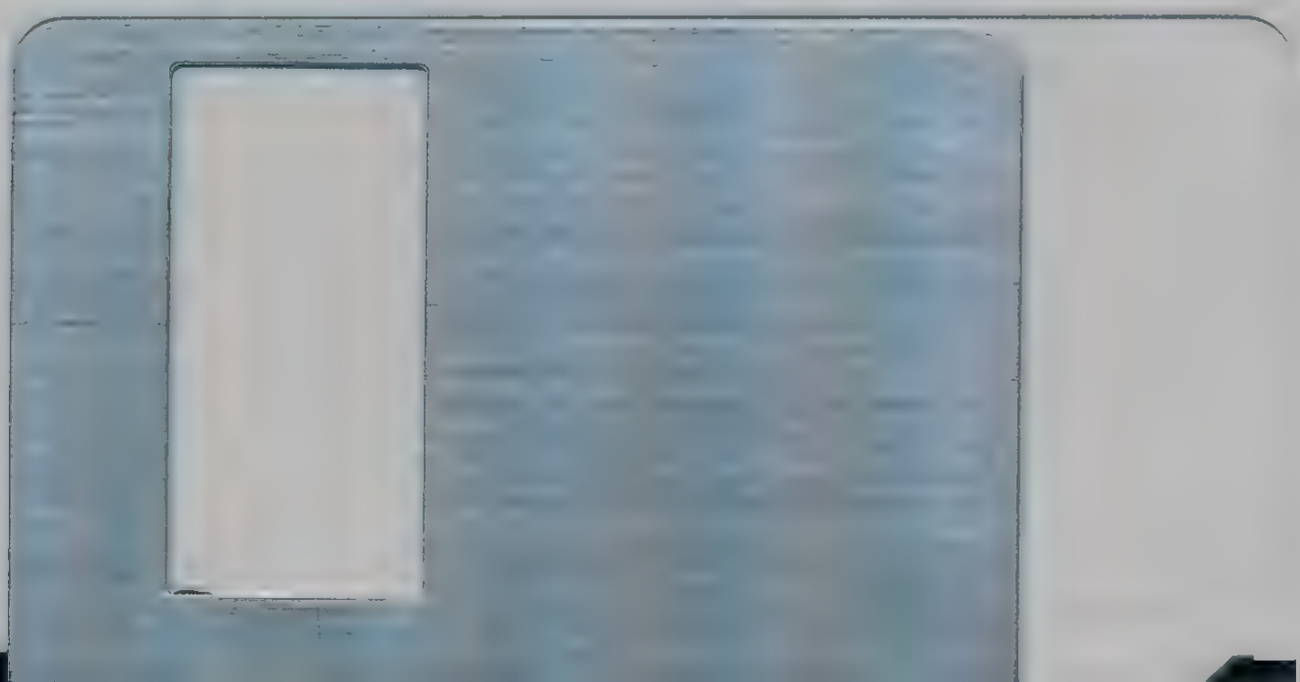

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PRIMARY USER'S AGE: a ❑ under 10 yrs b ❑ 11-17 c ❑ 18-30 d ❑ 31-50 e ❑ 50+ **PRIMARY USER IS:** a ❑ Male b ❑ Female

GAME OR COMPUTER SYSTEMS IN YOUR HOUSEHOLD: a ❑ Tandy b ❑ IBM PC/XT/AT c ❑ IBM/PC 386 d ❑ IBM PC 486 e ❑ Amiga f ❑ Macintosh g ❑ Nintendo h ❑ Game Boy i ❑ Super Nintendo j ❑ Sega Genesis k ❑ Game Gear l ❑ Sega Master System m ❑ Turbo Grafix n ❑ Turbo Duo o ❑ Atari Lynx p ❑ Other

THE MEMORY (RAM) IN YOUR COMPUTER IS: a ❑ Less then 1 meg b ❑ 1-2 meg c ❑ 2-4 meg d ❑ 4-8 meg e ❑ 8+ meg

GRAPHICS ADAPTOR: a ❑ CGA b ❑ EGA c ❑ VGA d ❑ MCGA e ❑ SVGA

HARD DRIVE: a ❑ Less then 100 meg b ❑ More then 100 meg **DISK DRIVE:** a ❑ 3.5"HD b ❑ 5.25"HD c ❑ 3.5"DD d ❑ 5.25"DD

ACCESSORIES YOU OWN: a ❑ Hard disk b ❑ Modem c ❑ Laser Printer d ❑ CD Rom e ❑ Roland Sound Card f ❑ Sound Blaster g ❑ Media Vision h ❑ Adlib Sound Card i ❑ Other Sound Card j ❑ Mouse k ❑ Joystick l ❑ Microsoft Windows

THE NUMBER OF GAMES PURCHASED IN THE PAST SIX MONTHS: a ❑ 1-2 b ❑ 3-6 c ❑ 7-10 d ❑ 11-20 e ❑ over 20

PRODUCT PURCHASED AT: a ❑ Computer Hardware/Electronic Store b ❑ Computer Software Only Store c ❑ Toy Store d ❑ Discount Store e ❑ Warehouse Store f ❑ Mail Order g ❑ Book Store h ❑ Other

PRODUCT PURCHASED BY: a ❑ Primary user b ❑ Parent/Guardian c ❑ Brother/Sister d ❑ Relative e ❑ Friend f ❑ Gift

PURCHASE INFLUENCED BY: a ❑ Magazine Review b ❑ Friend's Recommendation c ❑ Played Before d ❑ Advertisement e ❑ In-Store Display f ❑ Salesperson's Recommendation g ❑ Packaging h ❑ Subject Matter i ❑ Virgin Catalog

TYPE OF GAME PLAYED MOST: a ❑ Fantasy Role Playing b ❑ Simulation c ❑ Arcade/Action d ❑ Strategy e ❑ Adventure f ❑ Sports

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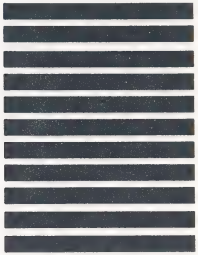

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◀ *"Point-and-click" your way through all aspects of your quest – including movement, spell-casting and combat!*

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EXPLORE AD&D® COMPUTER FANTASY ROLE-PLAYING LIKE NEVER BEFORE!

Jurri the Rogue fingers his lockpicks, deftly slipping one into the lock. With a soft click, the door creaks open, revealing a dimly lit corridor.

Without warning, skeletons leap from the shadows and slash at the party! Swords flash, spells sizzle, then... all is quiet, and the corridor is littered with bones.

Legend has it there's a criminal conspiracy hiding in the Waterdeep sewers. Well, if someone's hiding down here, we're going to find them... and destroy them!

So begins the quest that heralds the first graphically based AD&D® computer fantasy role-playing saga – the LEGEND SERIES!

Control four Player Characters (PCs) and two Non-Player Characters (NPCs) of six character races and six character classes. You and your party may aspire to become High Priests, Lords, Paladins, Ranger Lords, Wizards and Master Thieves!

In *EYE OF THE BEHOLDER* easy to use "point-and-click" commands and 3-D point of view create that "you are there" feeling!

Enter the dark, slimy underside of Waterdeep and experience AD&D® computer fantasy role-playing like never before!

AVAILABLE NOW: **● IBM**

AVAILABLE WINTER 1991: **● AMIGA**

CLUE BOOK AVAILABLE **— SEE PAGE 7 FOR DETAILS!**

By Westwood Associates.

WELCOME TO THE 25TH CENTURY!

It is the year 2456.

The powerful, despotic Russo-American Mercantile (RAM) holds the solar system in its iron grip. All hope for freedom lies with a daring band of rebels, the New Earth Organization (NEO) led by Buck Rogers.

Now, you and the members of your team can join Buck and his allies to rid the solar system of RAM tyranny!

A detailed computer role-playing game, *COUNTDOWN TO DOOMSDAY* is based on TSR's new BUCK ROGERS® XXVc™ role-playing system, and uses a specially enhanced version of SSI's award-winning AD&D® computer fantasy role-playing system.

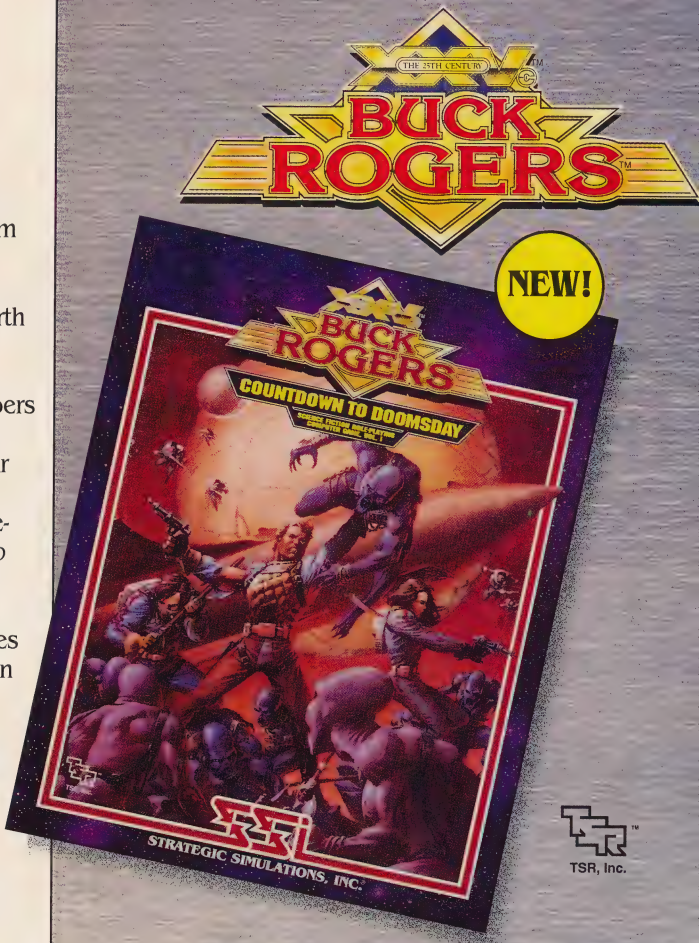
Assemble a team of Rocketjocks, Warriors, Engineers, Rogues and Medics, recruited from various races. As your team explores the solar system, characters gain a variety of skills which can prove more valuable than a good laser pistol in the toxic atmosphere of Venus or the sun-blasted surface of Mercury.

But hang on to that laser pistol! The 25th century is a dangerous place — especially for those who join Buck Rogers and NEO in the heroic fight for interplanetary justice and freedom!

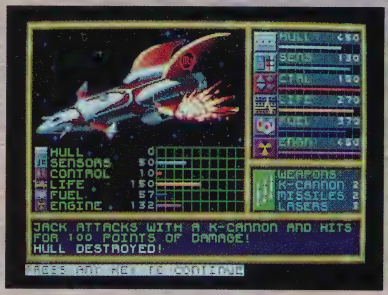
AVAILABLE NOW: ● **IBM** ● **C-64/128** ● **AMIGA**

CLUE BOOK AVAILABLE **— SEE PAGE 7 FOR DETAILS!**

By SSI Special Projects Team.



▶ ***Use your kinetic cannons, missiles and lasers to blast galactic pirates and RAM ships into space dust!***



◀ ***Engage in tactical combat on the surface of Mars with an amazing variety of futuristic weaponry!***

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COMPUTER PRODUCT

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TSR, Inc.

FORGOTTEN REALMS™

ANCIENT TERROR AWAKES!

Unwittingly digging in unhallowed ground, miners have disturbed an ancient vault and released its terrible content. Scores of horrific creatures now infest the mine shaft — and threaten to escape into the world above!

You and your heroes must find the way to contain this scourge. All hope depends upon your ability to unravel the age-old mysteries surrounding this infestation.

The stunning sequel to *POOL OF RADIANCE* and *CURSE OF THE AZURE BONDS*!

SECRET OF THE SILVER BLADES improves on the award-winning game system used in *POOL OF RADIANCE* and *CURSE OF THE AZURE BONDS*. Continue your exciting saga in the FORGOTTEN REALMS™ game world by transferring your characters from *CURSE OF THE AZURE BONDS*. Or create all-new characters. Either way, explore the largest 3-D adventuring expanse ever in an AD&D® computer game. Battle monsters you've never before encountered. Use higher character levels, and invoke new, wondrous spells. All this plus spectacular graphics add up to unequalled excitement in AD&D® computer fantasy role-playing!

AVAILABLE NOW: **● IBM ● C-64/128**

CLUE BOOK AVAILABLE **— SEE PAGE 7 FOR DETAILS!**

By SSI Special Projects Team

● WATCH FOR THE EXCITING SEQUEL TO *SECRET OF THE SILVER BLADES* AND A CLUE BOOK COMING SUMMER 1991!
(For details see "Coming in 1991" on page 13.)

IBM EGA DISPLAY

▲ Where is this foul horde coming from? You must find out before the mining town of New Verdigris is overwhelmed!

IBM EGA DISPLAY

COLD AIR ESSOULS YOU AS SHEETS OF ICE MELT FROM THE WALLS. BEFORE YOU AN ANCIENT FIGURE BEGINS TO SHAKE OFF THE HOAR OF THREE CENTURIES. SLOWLY ITS ARM REACHES FORWARD AND THE EYES FOCUS ON YOU.
PRESS <ENTER>/<RETURN> TO CONTINUE

◀ You and your party of heroes must solve age-old mysteries and uncover the ultimate evil – the secret of the silver blades!

FIGHT TO CONTROL YOUR DESTINY!

Advanced Dungeons & Dragons COMPUTER PRODUCT

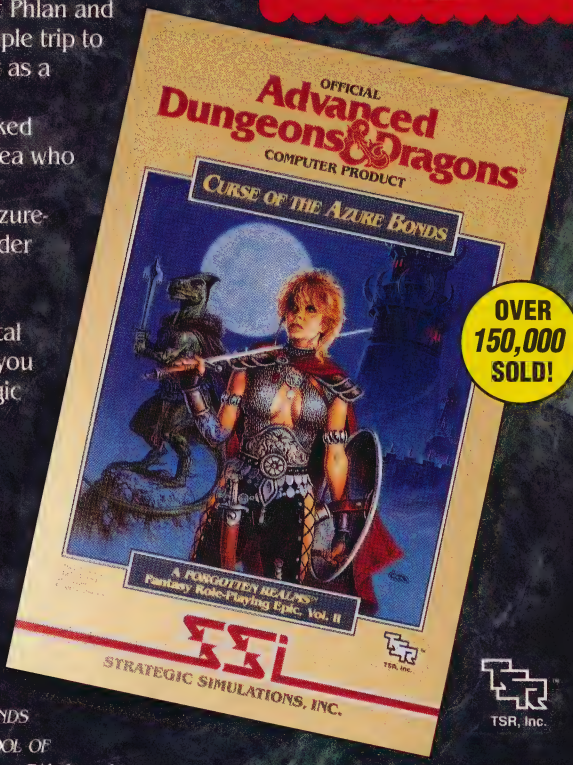
After you saved the entire city of Phlan and located the Pool of Radiance, a simple trip to Tilverton should have been as easy as a noon-day stroll. But it wasn't...

Ambushed, captured, and knocked unconscious, you awake with no idea who attacked you or how you arrived in Tilverton. You only know that five azure-blue symbols are imprinted just under the skin of your right arm.

The mystical power of the azure symbols ensnares your will like metal bonds! And when the bonds glow, you must do as they command. No magic dispels the bonds and no cleric's prayers remove them.

Your only hope: search the Forgotten Realms for members of the alliance who created the bonds and regain control of your own destiny. Only then can you be free of the curse of the azure bonds!

The exciting sequel to *Pool of Radiance*, *Curse of the Azure Bonds* lets you transfer characters from *Pool of Radiance* and *Hillsfar*. Or create *new* 5th-level player characters at the beginning of the game. Special features include: new player character types, high-level advancement, deadly new monsters, over 24 new high-level spells, a full-screen overland map that allows fast movement from adventure to adventure and much more!



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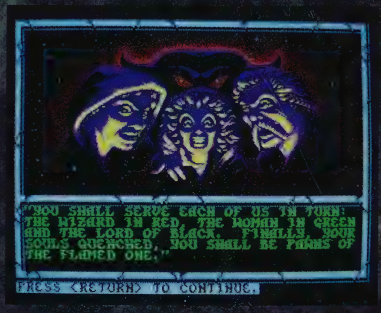
FORGOTTEN REALMS™


"YOU SHALL SERVE EACH OF US IN TURN: THE WIZARD IN RED, THE WOMAN IN GREEN AND THE LORD OF BLACK. FINALLY, YOUR SOULS QUENCHED, YOU SHALL BE PAWNS OF THE FLAMED ONE."
PRESS <RETURN> TO CONTINUE.

IBM EGA DISPLAY

AVAILABLE NOW: ● IBM ● C-64/128 ● AMIGA ● ATARI ST ● APPLE II ● MACINTOSH

CLUE BOOK AVAILABLE — SEE PAGE 7 FOR DETAILS!

By SSI Special Projects Team

AMIGA DISPLAY

▶ ***Active tactical combat gives you full control over your arsenal of weapons and magic.***

▲ ***Free your characters from the power of the New Alliance and their evil curse.***

Advanced Dungeons & Dragons®
COMPUTER PRODUCT

THE ORIGINAL AD&D® COMPUTER FANTASY ROLE-PLAYING EPIC!

OVER 250,000 SOLD!

POOL OF RADIANCE represents the first in a long line of award-winning game software created by SSI in collaboration with TSR — the producer of the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system.

It adheres faithfully to AD&D® game standards. All monsters, items and spells used are from the famous AD&D® Monster Manuals, Dungeon Masters Guide and Players Handbook. Roll up your characters from four Classes, six Races and nine Alignments in classic AD&D® game fashion; or use the party already provided.

The computer graphics are beautifully rendered. Each character comes with a portrait display; every monster type is individually drawn. Cities, dungeons and encounters are shown in realistic 3-D perspective. Swinging swords, flying arrows and fireballs are all part of the Tactical Combat Display. Personalize your heroes' combat figures with individual weapons, armor and colors. Add NPCs (computer-controlled Non-Player Characters) to your party of up to 6 PCs (Player Characters) to fill out your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action!

TSR, Inc.

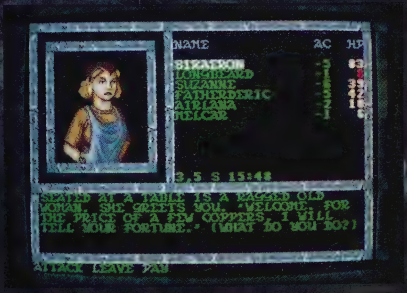
FORGOTTEN REALMS™

AVAILABLE NOW: ● IBM ● C-64/128 ● AMIGA ● APPLE II ● MACINTOSH

CLUE BOOK AVAILABLE — **SEE PAGE 7 FOR DETAILS!**

By SSI Special Projects Team

AMIGA DISPLAY



▲ *As you adventure through the slums of Phlan meet strange and mysterious personages.*

AMIGA DISPLAY

◀ *Unique Tactical Combat display gives you full control over your heroes during battle.*

DRAGONLANCE™

Advanced Dungeons & Dragons COMPUTER PRODUCT

THE FIRST FANTASY ROLE-PLAYING EPIC SET IN THE LEGENDARY DRAGONLANCE® GAME WORLD!

CHAMPIONS OF KRYNN improves on the award-winning game system used in SSI's mega-hits *POOL OF RADIANCE* and *CURSE OF THE AZURE BONDS*. Now, for the first time on your computer, the DRAGONLANCE® Saga unfolds in a spectacular AD&D® fantasy role-playing adventure!

The War of the Lance is over, but Evil is a BAD loser...

With the Dragonarmies defeated and the lands to the east reconquered, the forces of good have withdrawn and settled down to a well-earned rest.

Evil forces, however, never rest and have been quietly plotting a cataclysmic return to power! Their goal: establish the Dark Queen, Takhisis, as ruler of Krynn!

Guide your party of characters through a dark web of intrigue and combat, where dragons, draconians and other horrors dwell.

Go with a brave heart – for you and your heroic adventurers are all that stand in the way of evil tyranny!

OVER 125,000 SOLD!

AVAILABLE NOW: ● IBM ● C-64/128 ● AMIGA ● APPLE II

CLUE BOOK AVAILABLE — **SEE PAGE 7 FOR DETAILS!**

By SSI Special Projects Team.

● **WATCH FOR THE EXCITING SEQUEL TO *CHAMPIONS OF KRYNN* AND A CLUE BOOK COMING SPRING 1991!**

(For details see "Coming in 1991" on page 13.)

THE SURVIVORS OF THE FIGHT SEE VAST GOLD SHAPES CHARGE INTO THE REMAINING REDS. A TITANIC BATTLE ERUPTS IN THE AIR!
PRESS <ENTER>/<RETURN> TO CONTINUE
IBM EGA DISPLAY

▲ *Evil doesn't have everything its own way — powerful allies can appear at any time to fight for the Champions of Krynn!*

▶ *Once you penetrate the masquerade, the only path to victory lies through dragons!*

CAUGHT BETWEEN A ROCK AND A HARD PLACE? UP A CREEK WITHOUT A PADDLE? NOWHERE TO RUN TO, NOWHERE TO HIDE?

POOL OF RADIANCE
CLUE BOOK
$12.95

CURSE OF THE AZURE BONDS
CLUE BOOK
$12.95

SECRET OF THE SILVER BLADES
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CLUE BOOK
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EYE OF THE BEHOLDER
CLUE BOOK
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Cliché or not, if you're stuck — you're stuck! Sometimes no amount of magic, no enchanted weapon, not even a laser pistol can get you out of the fine mess you find yourself in. At times like these, you need the power of a good clue book! Even if you're not stuck and have completed your game — you may not have explored every nook and cranny. *Now you can!*

Valuable aids to players of SSI's immensely popular fantasy and science fiction role-playing games, these clue books provide more than vague hints and sketchy references. As *complete player's guides*, they provide highly detailed maps, game-winning strategies, valuable hints, even step-by-step instructions in some cases!

Everything you need for an exciting and successful journey into the world of SSI computer role-playing is provided!

● SEE "TO ORDER" ON PAGE 14 FOR PURCHASING INFORMATION.

THE FIRST-EVER DRAGON COMBAT SIMULATOR LETS YOU FLY THE MIGHTY DRAGONS OF KRYNN INTO FIERCE COMBAT!

Feel the raw power of the mighty dragon surging beneath you as the wind beats against your face. Your hand trembles, not from the heft of your dragonlance, but from anticipation of the battle that is to come. The air screams with the fury of enemy dragons and creatures – even flying citadels!

This is *DragonStrike*, where the deadly skies above the AD&D® DRAGONLANCE® game world of Krynn explode before your very eyes. The realistic first-person viewpoint propels you into a detailed, fully animated, 3-dimensional world of incredible action and excitement!

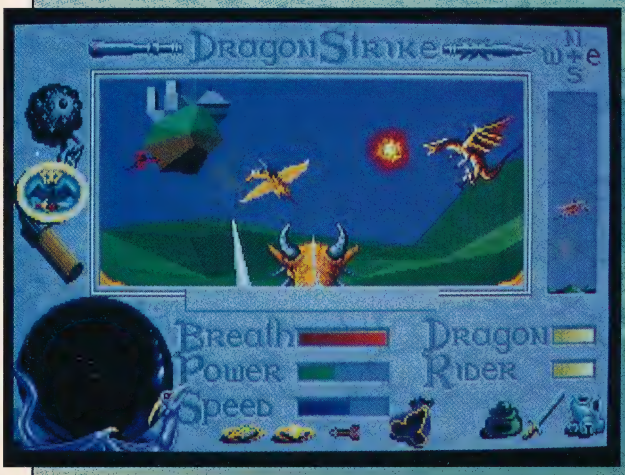
Learn to fly dragons and master over 20 different missions. Progress through 3 different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts as you go.

Receive magic items along the way – you're going to need them! Dragon fangs, talons and deadly breath weapons are just a few of the dangers you'll face in the fierce heat of dragon combat!

To the skies brave knight — and victory!

AVAILABLE NOW: **● IBM ● C-64/128 ● AMIGA**

By Westwood Associates.



▲ *Battle enemy dragons, ships, castles, flying citadels and other flying creatures!*

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NEW!

FASA CORPORATION

RED-HOT TACTICAL COMBAT IN THE COLD VACUUM OF SPACE!

RENEGADE LEGION: INTERCEPTOR® propels you into a distant future where war rages on a stellar scale!

Take command of a fighter squadron and fly with the Elite Forces of either side in the never-ending wars between the Terran Overlord Government (TOG) and the Commonwealth.

All the challenge, combat and excitement of the original FASA game — and much more!

Now SSI applies the power of the computer to re-create FASA's premium science-fiction game!

Dogfight with deadly 69th century starfighters — 24 standard fighter types are included, or custom design your own!

Arm fighters with high-tech weaponry, such as mass-driver cannons, lasers, electron and neutron particle guns and many types of missiles!

Fly over a dozen mission types, including anti-piracy, space station defense, enemy fleet interceptions and wild melee engagements!

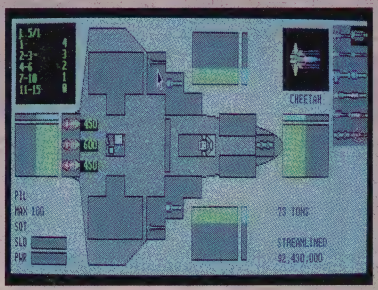
Wage a campaign of galactic struggle between TOG and the Renegade Legions – *experience tactical ship-to ship space combat at its very best!*

AVAILABLE NOW: ● **IBM**

AVAILABLE 1991: ● **AMIGA**

By Graeme Bayless, Scot Bayless and Michael Mancuso.

IBM EGA DISPLAY



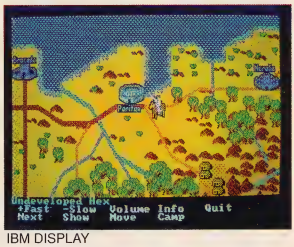
◀ ***Build custom fighters: select from a wealth of high-tech weapons, armor, shields and engines!***

▶ ***A Renegade Legion patrol on an escort mission encounters deadly resistance.***

IBM EGA DISPLAY

SWORD OF ARAGON – 1989 Chaos Manor Game of the Year – *Byte Magazine*. 1989 Excellence Award – *Game Player's PC Magazine*. Lead an army of heroic warriors, knights, and mages to conquer the mystical land of Aragon. Plotting and planning are as important as sword and sorcery in this fantasy wargame! **IBM, AMIGA.**

By Russell Shilling & Kurt Myers.



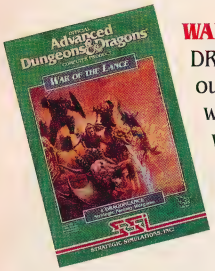
IBM DISPLAY

HILLSFAR – Think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in pubs, and find a quest! If you love both action and adventure, there's no place like Hillsfar!

IBM, C-64/128, AMIGA, ST.

By Westwood Associates.

IBM DISPLAY



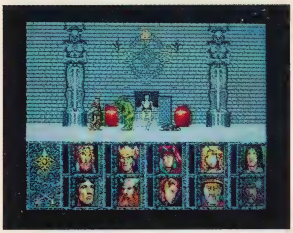
WAR OF THE LANCE – SSI's first DRAGONLANCE™ computer wargame! It's all-out war when the forces of Whitestone clash with the evil Highlord Dragonarmies... and when war erupts over the lands of Ansalon, you don't just move characters — you move entire armies! **IBM, C-64/128, APPLE II.**

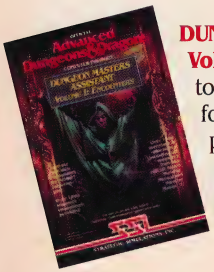
By David Landrey.

APPLE II DISPLAY

DRAGONS OF FLAME – Scorching action in the DRAGONLANCE® game world. Rescue slaves held by the ravaging Dragonarmies in the vile fortress Pax Tharkas. All the action happens in real time and in colorful animation! Your reflexes better be sharp. In this game, you're either quick... or dead! **C-64/128.**

By U.S. Gold.

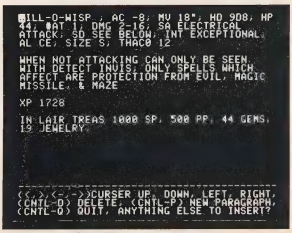

ATARI ST DISPLAY

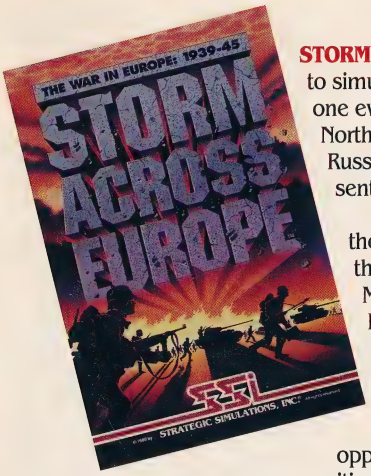


DUNGEON MASTERS ASSISTANT, Vol. I: Encounters — a utility program designed to help Dungeon Masters generate encounters for AD&D® game campaigns. The original computer-aid for Dungeon Masters!

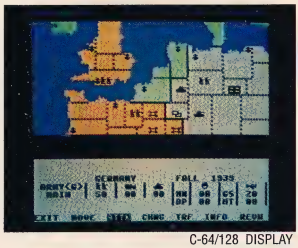
IBM, C-64/128, AMIGA, APPLE II.

By Paul Murray, Victor Penman & James Ward.


WILL-O-WISP, AC -8; MV 18"; HD 9D8; HP 44; #AT 1; DMG 2-16; SA ELECTRICAL ATTACK; SD SEE BELOW; INT EXCEPTIONAL; AL CE; SIZE S; THAC0 12
WHEN NOT ATTACKING CAN ONLY BE SEEN WITH DETECT INVIS. ONLY SPELLS WHICH AFFECT ARE PROTECTION FROM EVIL, MAGIC MISSILE, & MAZE
XP 1728
IN LAIR TREAS 1000 SP, 500 PP, 44 GEMS, 19 JEWELRY
(<,>,<-,->)CURSER UP, DOWN, LEFT, RIGHT, (CNTL-D) DELETE, (CNTL-P) NEW PARAGRAPH, (CNTL-Q) QUIT, ANYTHING ELSE TO INSERT?
APPLE II DISPLAY



STORM ACROSS EUROPE™ is a fast, exciting game that allows you to simulate World War II on a grand strategic scale — in as little as one evening! Every part of that raging conflict is covered — from North Africa to Sweden, from Gibraltar to the Ural Mountains in Russia. Each game turn represents three months of action. You control every facet of the war. Move armies across the map to conquer territory. Mount amphibious landings. Launch huge U-boat campaigns in the Atlantic. Carry out strategic bombing strikes against enemy production centers. Send raiding fleets to cripple your opponent's shipping. And drop paratroop forces on enemy positions.


C-64/128 DISPLAY

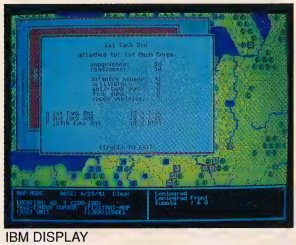
While the battle rages, you must constantly juggle limited resources between production and advanced research.

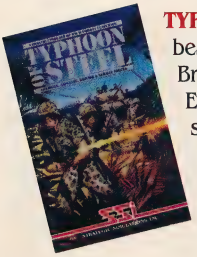
Multiple scenarios and the ability to change starting levels for each country allow for endless variations. Up to three players can play this game, with the computer able to control the Allies and/or the Russians. **IBM, C-64/128, AMIGA, ATARI ST.** *By Dan Cermak.*

SECOND FRONT™ The most detailed Russian Front computer simulation ever! Relive the invasion of Russia as Hitler unleashes "Operation Barbarossa" in this grand scale, division-level, strategic game. Each player starts with over 150 Divisions, with asset information available to the individual tank, plane and infantry squad level!

IBM, AMIGA.

By Gary Grigsby.


IBM DISPLAY



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C-64/128, AMIGA, APPLE II.

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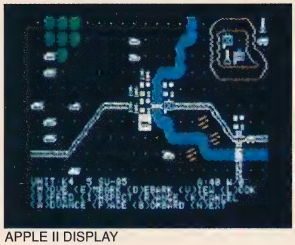
APPLE II DISPLAY

KAMPFGRUPPE™ Hall of Fame Award, 1988, *Computer Gaming World Magazine.* Computer Wargame of the Year, 1985, *Fire & Movement Magazine.* The definitive tactical simulation of Eastern Front armored warfare. Every weapon used on the Russian Front (1941-45) is historically rated.

IBM.

By Gary Grigsby.



APPLE II DISPLAY

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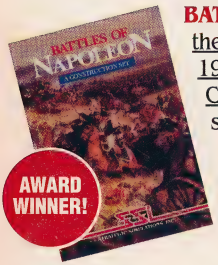
IBM.

By David Landrey & Chuck Kroegel.

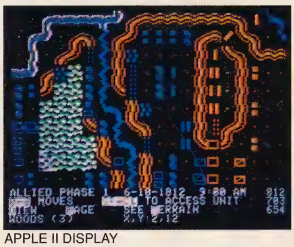
APPLE II DISPLAY



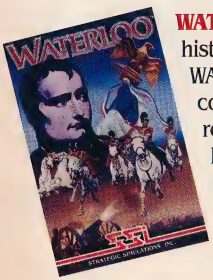
BATTLES OF NAPOLEON™ 1989 Wargame of the Year, *Computer Gaming World Magazine.* 1988 Charles S. Roberts Award – Best Pre-20th Century Computer Game. A full-blown construction set — you get all the tools to simulate practically any Napoleonic battle on a detailed, tactical level!

IBM, C-64/128, APPLE II.

By David Landrey & Chuck Kroegel.



APPLE II DISPLAY



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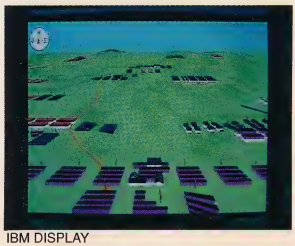
IBM, AMIGA, ATARI ST.

By Dr. Peter Turcan.



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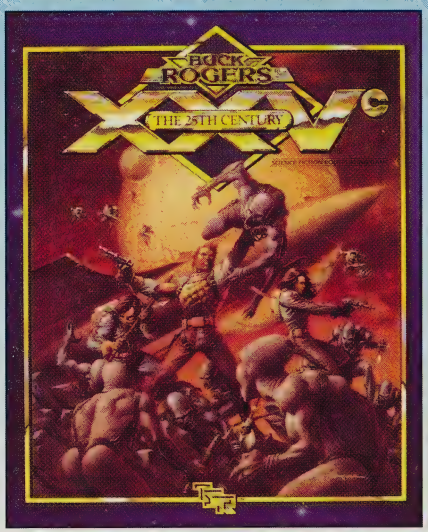

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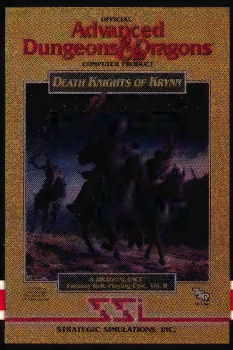

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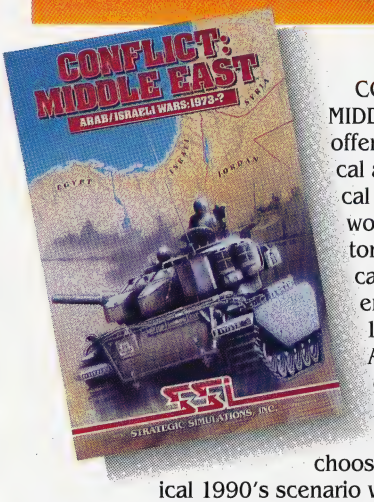

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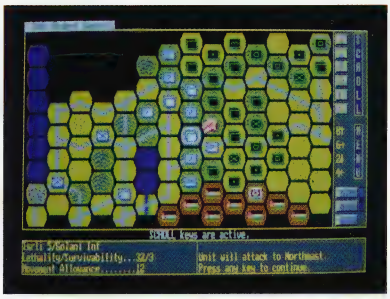

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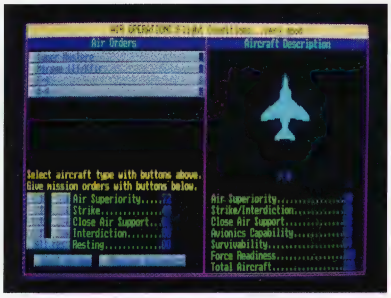

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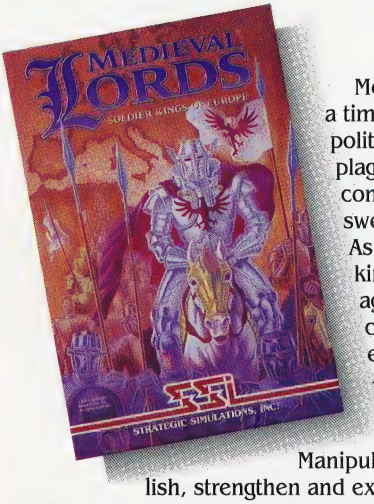

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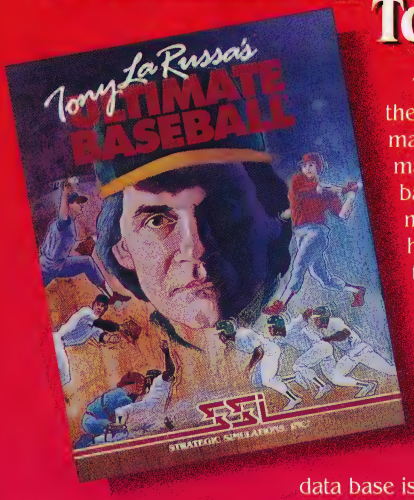

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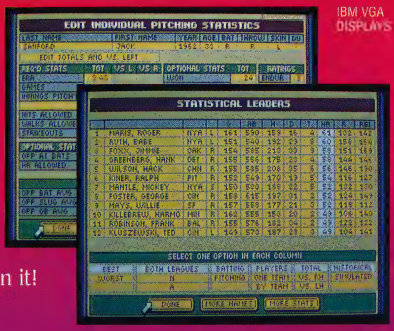

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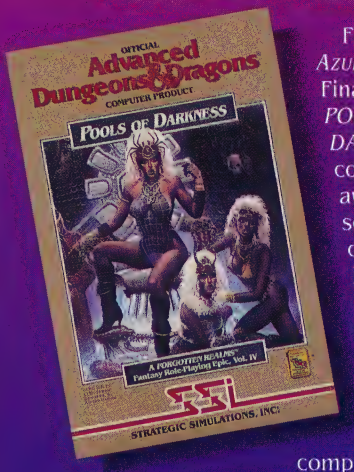

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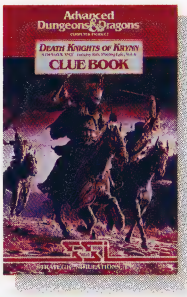

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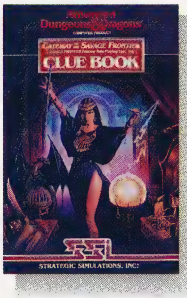

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   ☐ CGA ☐ EGA ☐ VGA
   ☐ Tandy 16 Color ☐ Other_____
   b. What type of sound card does your PC have:
   ☐ None ☐ AdLib™ ☐ Soundblaster™
   ☐ Roland ☐ Tandy Sound ☐ Other _____
   c. What type of disk drive(s) does your PC have:
   ☐ 5¼" 360K ☐ 3½" 1.44 MB
   ☐ 5¼" 1.2 MB ☐ 3½" 720K ☐ Don't Know

4. Which disk size was purchased? ☐ 3½" ☐ 5¼"

5. How much RAM does your computer have?
   ☐ Less than 512K ☐ 512K ☐ 640K ☐ 1 MB+

6. Do you own a CD-ROM drive? ☐ Yes ☐ No
   If no, do you plan to purchase a CD-ROM drive in the next six months? ☐ Yes ☐ No

7. Do you own a modem? ☐ Yes ☐ No

8. Your age: ☐ 12/under ☐ 13–18 ☐ 19–25
   ☐ 26–35 ☐ 36+

9. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

10. Comments: _____

    _____

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11. What computer/video game magazines do you read regularly?
    1) _____
    2) _____

12. Video game machines in your house:
    a. ☐ Nintendo ☐ Sega Master System
    ☐ Sega Genesis ☐ Turbo Grafx 16
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Champion #2			
Champion #3			
Champion #4			
Champion #5			
Champion #6			

Noteworthy exploits:_____

_____

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